

From NES to Wii,
the BIGGEST
MOMENTS in
NINTENDO GAMING

20 YEARS OF NINTENDO POWER®

A HISTORY OF NINTENDO THROUGH THE PAGES OF THE OFFICIAL MAGAZINE



THE STORIES BEHIND...

The Birth of Pokémon
Super Mario 64 and the Start of 3-D Gaming
Every Zelda Game
The Wii and Nintendo DS Revolution
AND MUCH MORE

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■ 20 YEARS OF NINTENDO POWER

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THIS SPECIAL issue traces Nintendo's past 20 years in the video game business through the pages of its official magazine, Nintendo Power. After the yearlong celebration of Nintendo Power's 20th anniversary in 2008, it seems a natural follow-up to focus on the incredible game systems and games that provided so much great content for the

magazine to cover over those years. Each chapter is devoted to one of Nintendo's home video game consoles or handheld systems and the games that helped define it or make it special. It would have been impossible to include a description of every game for every system in the space allotted, but each chapter discusses significant games from both Nintendo and third-party publishers—games that help

tell the story of Nintendo's evolution from the trailblazing NES to the revolutionary Wii.

Nintendo's history dates back more than 100 years to the manufacture of Hanafuda playing cards, but our story is less concerned with tradition than with vision. Beginning with the development of the Donkey Kong arcade machine, Nintendo's direction for product development largely has come from three figures. Shigeru Miyamoto is the most recognized and celebrated video game developer of all time. He has been called the Steven Spielberg of the video game world, though many video game



A HISTORY OF NINTENDO THROUGH THE PAGES OF NINTENDO POWER MAGAZINE

fans might reverse that and say that Spielberg is the Miyamoto of Hollywood. As you read about the development of Nintendo's consoles, Mr. Miyamoto's name pops up again and again, and even though hundreds of people have made important contributions to Nintendo's games and game systems, it's Mr. Miyamoto's vision of what games should be that has driven and guided the efforts of many of those people.

Behind the scenes, however, another man, Hiroshi Yamauchi, guided the course of Nintendo itself for most of the company's video game era. Mr. Yamauchi was Nintendo's third presi-

dent, and the man responsible for key corporate moves until his retirement in 2002. His decision to rely on the creativity of a young art graduate (Mr. Miyamoto) to develop a video game was the first of many decisions that make him seem almost prophetic. Mr. Yamauchi was often outspoken and controversial, yet he was almost always proven correct.

His successor, Satoru Iwata, has proven to be just as insightful as Mr. Yamauchi, and he has a record of outstanding game development in his own right. Mr. Iwata envisioned broadening the video game audience, which resulted in the Nintendo DS and the Wii, arguably the most innovative and successful technologies ever to have been introduced to gaming.

Our story is filled with risk, dreams, hard-nosed business sense, and even a bit of luck. It's the story of why things are the way they are today.

SCOTT PELLAND MANAGING EDITOR, NINTENDO POWER (2000-2007)

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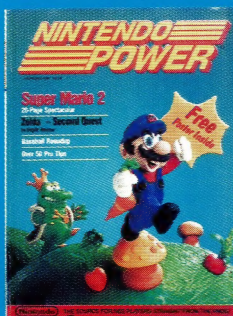
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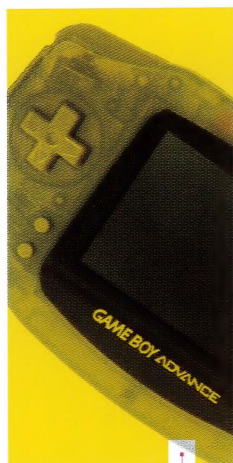
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FIRST ISSUE

GAME BOY ADVANCE



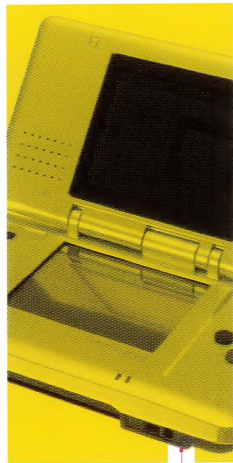
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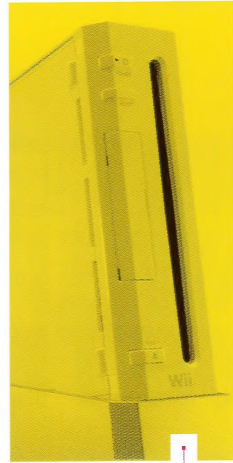
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NINTENDO ENTERTAINMENT SYSTEM

OUR JOURNEY through Nintendo video game history as documented by Nintendo Power begins midway through the life cycle of the Nintendo Entertainment System (NES), Nintendo's first video game console. Since the decision to publish Nintendo Power arose from the success of that console and its first two years of games, we'll start with a look at the NES's early days.

Super Mario Bros.—Shigeru Miyamoto's action-platform masterpiece released in October 1985—was the standard-bearer for the NES. After the boom and bust of the early '80s, when Atari and other video game companies essentially closed up shop, the NES proved to a skeptical world that video games could provide hours of entertainment, challenge, joy, and value. Mr. Miyamoto has often said that his ideal video game is like a garden, where you can explore and discover hidden wonders. Super Mario Bros. was that garden, and the NES was the gateway that led to it—and to many wonderful gardens, some of them bright and whimsical, others dark and thrilling. The mid '80s were a time of experimentation, in which many video game genres were pioneered. Legendary franchises such as Mega Man, Castlevania, Metroid, and The Legend of Zelda all got their start in this era. Experimentation with control interfaces existed from the outset in the form of the Zapper and R.O.B. the

robot. The NES didn't employ cutting-edge technology, but its processors were capable of generating sound and graphics that were a leap beyond those of the previous generation of home consoles. And in the hands of innovative programmers, the NES turned out to be a versatile and powerful instrument.

The NES proved to be so popular that some game publishers rushed products to market, creating a glut of games that many pundits thought would result in the video game market collapsing anew. But in spite of the existence of mediocre titles, there was always something new and exciting. Titles such as Rygar, Mighty Bomb Jack, The Adventures of Lolo, Ice Climber, Wizards & Warriors, Ghosts 'n Goblins, Crystalis, and many others may not have generated long-lasting franchises, but they provided hours of fun, and in the end that's what games are all about.

NORTH AMERICAN RELEASE
October 1985

GLOBAL SYSTEM SALES
61.9 Million (as of March 2008)

GLOBAL SOFTWARE SALES
500 Million (as of March 2008)

KEY FEATURES Home video game console, 8-bit processing, two controller slots, four-button controllers with directional Control Pad, Game Pak media (battery backup available), accessories including NES Zapper and R.O.B. the robot



VOLUME 1, JULY/AUGUST 1988

SUPER MARIO BROS. 2, RELEASED OCTOBER 1988, NINTENDO

The game that we know as Super Mario Bros. 2 in North America was called Doki Doki Panic in Japan, where it had been released a year earlier without any association to Mario. The game entitled Super Mario Bros. 2 that was released in Japan (in 1986) arrived on this side of the Pacific in 1993 entitled Super Mario Bros: The Lost Levels, which was part of the Super Mario All-Stars collection for Super NES.



THE LEGEND OF ZELDA, RELEASED AUGUST 1987, NINTENDO

By 1988, a year after The Legend of Zelda was released in North America, the title was well on its way to becoming a legend in more than name. An additional quest, accessible on the same cartridge to players who defeated Ganon in the main game, provided a second round of adventure with new dungeon locations and maps. Players raised on the comparatively shallow gaming experiences from the Atari generation of video games were thrilled to discover such hidden depths. *Replay value* entered the gaming lexicon.



❑ The World of Dreams took on a Mario-esque air with the inclusion of Mario, Luigi, the Mushroom Retainer (Toad), and Princess Toadstool (Princess Peach). The game introduced Shy Guys, Birdo, and Mouser to the Super Mario Bros. pantheon.



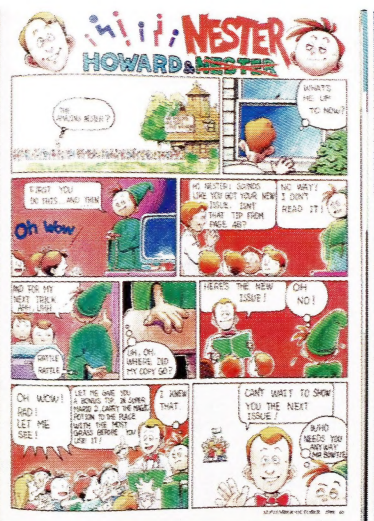
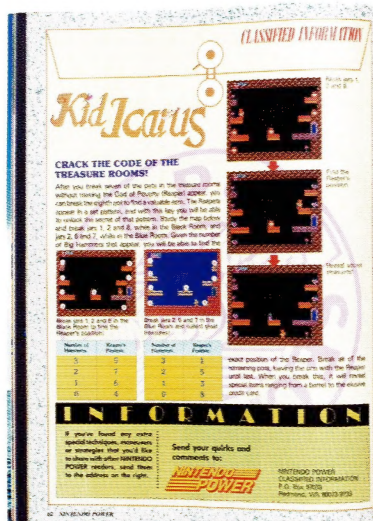
BIONIC COMMANDO, RELEASED DECEMBER 1988, CAPCOM

Arcade games have long been a source of inspiration and even imitation for home-console video game publishers. Capcom's Bionic Commando made the leap from the arcade environment with an NES version that, ironically, introduced a hero who didn't have the ability to jump at all. Instead, Radd Spencer—the game's protagonist—used a grappling line to swing between platforms. The game has since seen several sequels.

VOLUME 2, SEPTEMBER/OCTOBER 1988

KID ICARUS, RELEASED JULY 1987, NINTENDO

One of the few Nintendo titles from the classic NES era to receive little attention in later years was the cult hit Kid Icarus. Complexity and difficulty made this vertically oriented platformer one of the most demanding games of its time. A poorly received Game Boy sequel subtitled *Of Myths and Monsters* did little to hearten fans hoping for the franchise's return. Pit, the cherubic hero, has gained recognition lately as a character in Super Smash Bros. Brawl for Wii, and the original game has been released on Wii's Virtual Console.



CASTLEVANIA II: SIMON'S QUEST, RELEASED DECEMBER 1988, KONAMI

Konami's vampire-hunting action series began in 1987 with a classic platformer but quickly evolved into a more elaborate adventure with the release of Castlevania II: Simon's Quest. Item collection and exploration added to the game's depth and helped satisfy the maturing gaming audience's appetite for something more than nonstop action.

NES ACCESSORIES

The NES Advantage joystick controller and NES Max, with its "cycloid" Control Pad, gave NES players two new ways to control their games. The Advantage almost demanded to be placed on a flat surface, however. That made it great for game counselors and Nintendo Power editors, but less ideal for sofa-perched players in the real world. The Turbo buttons on both controllers turned many relatively tame weapons into rapid-firing nightmares, and the Slow button on the Advantage gave players Matrix-like control over fast-breaking action.

VOLUME 3, NOVEMBER/DECEMBER 1988

Here are two of the most powerful controllers around for the NES.

THESE ARE MY SECRET WEAPONS!

NES ADVANTAGE & NES MAX

The NES Advantage and NES Max can give you the Power Player's edge over your friends. They'll watch in awe as you rack up huge scores and tackle games with ease.

With these, even Howard will be no match for you!

I choose the DON'T FEAR THIS!

NES ADVANTAGE

JOYSTICK

Experience the excitement of the joystick in your own home. The Advantage joystick is a joy to use. It's the only joystick that can be used in a variety of ways. It's the only joystick that can be used in a variety of ways.

TURBO

Get your A and B buttons ready to go! The Turbo buttons on the Advantage joystick are a joy to use. They'll watch in awe as you rack up huge scores and tackle games with ease.

SLOW

Give yourself more time to react and plan your strategy by using the Slow button.

NES MAX

CYCLOID

Get the most out of the NES Max. The Cycloid Control Pad is a joy to use. It's the only control pad that can be used in a variety of ways. It's the only control pad that can be used in a variety of ways.

TURBO

Get the most out of the NES Max. The Turbo buttons on the NES Max are a joy to use. They'll watch in awe as you rack up huge scores and tackle games with ease.

Here's a list of games where using each special feature of the NES Advantage and NES Max will come in handy.

ADVANTAGE	SLOW-MO FUNCTION	TURBO FUNCTION	CYCLOID
1. Super Mario Bros.	1. Super Mario Bros.	1. Super Mario Bros.	1. Super Mario Bros.
2. Super Mario Bros.	2. Super Mario Bros.	2. Super Mario Bros.	2. Super Mario Bros.
3. Super Mario Bros.	3. Super Mario Bros.	3. Super Mario Bros.	3. Super Mario Bros.
4. Super Mario Bros.	4. Super Mario Bros.	4. Super Mario Bros.	4. Super Mario Bros.
5. Super Mario Bros.	5. Super Mario Bros.	5. Super Mario Bros.	5. Super Mario Bros.

ZELDA II: THE ADVENTURE OF LINK, RELEASED DECEMBER 1988, NINTENDO

Link's second vehicle was a radical departure from Shigeru Miyamoto's original The Legend of Zelda. The shift to a side-scrolling perspective for much of the game made it more of a platformer than the first title. Probably the most uncharacteristic of all the Zelda games, The Adventure of Link nonetheless made significant contributions to the franchise's growth by adding more characters and narrative elements. It's now available as a Virtual Console title on Wii.

VOLUME 4, JANUARY/FEBRUARY 1989

The Adventure of LINK

ZELDA II

The hero of Hyrule begins his new adventure...

But the trail will be long and perilous.

After the fall of Ganon...

Years have passed since Ganon's defeat, and Link has grown since that epic struggle. But much evil remains still in Hyrule.

Princess Zelda knew the secret of the Triforce, but refused to tell it to a great sorcerer. He then cast a sleeping spell on her.

As foretold in legends, a man of royal bearing would come to save Zelda and Hyrule, and his hand would show a mark.

And thus Link's great task begins.

Hyrule has greatly changed.

Unlike "The Legend of Zelda" the game consists of two viewpoints. In the Overhead view, Link can hike along the roads or venture into the wilderness. If he meets an enemy off the road, suddenly he is thrown into the Side view action screen where he must do battle. The view is also from the side inside the many palaces and towns that lie along his way. Other changes include the many people who talk to Link and help him with clues. He also has the ability to use magic.

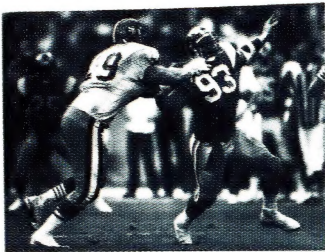
Link sets out on roads unknown.

Link visits towns.

Villagers give him clues.

GAME RATINGS FROM A PRO

To get an insider's viewpoint on these three new grid games, we went to NFL veteran Doug Reed. Currently with the Los Angeles Rams as a starting defensive end, Doug took time out to give Nintendo Power readers his assessment of Tecmo Bowl, John Elway's Quarterback and NFL Football. Here's his report:



TECMO BOWL

"This is my favorite of the three games. I like that I can choose my favorite NFL team, program sweeps and pass plays, and intercept passes on defense. This game is very true-to-life and precise. I like the fact that the player's names are displayed and they give each other a 'High Five!' after a touchdown. This game was fairly easy to figure out, and any Nintendo fan should be able to pick it up easily."



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The Ram's wild Doug Reed is consistently impressive in his strategy, both on the field and at home with his NES. Now, that's true game dedication!

John Elway's Quarterback

"This game has great graphics—you can see everybody on the field. I really enjoyed the fact that there was a time limit on how long you could take to call your play. I also like the way you use the arrow to decide on a receiver after the play starts."

N.F.L. FOOTBALL

"This is a good game, but my least favorite of the three. The beginning graphics are excellent, but the play graphics are slower than the other two games. This game is much more complicated, and hard to understand right away."

Editor's Note: Doug's right! But for those looking for super football strategy, check this one out!

SUMMARY

"All three of these games are excellent football games. I find Tecmo Bowl the best because of its fast action and great graphics, but I would recommend all three to every football fan with an NES."



NINTENDO POWER BOWL TEAM SELECTION

You will need a well-balanced offense and a great defense to win it all. You can play one of the NFL's most powerful teams, or try your hand with an underdog and pull off an upset.

N.F.L. FOOTBALL



This is the only game that lets you pick from all 28 NFL teams.

You can play against a conference (AFC or the AFC), or see how you do against the other conference in an interconference game. You can even play in the Super Bowl, choosing any two teams you want.



Use the controller and then the A Button to select your favorite team.

There are over 20 different sets of players for each team.

TECMO BOWL

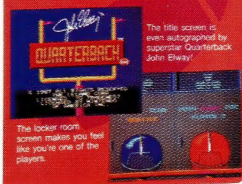
To learn to check out the game before deciding on a team. These players will perform just like they do in real football, so choose wisely.



Tecmo Bowl offers teams from 12 NFL cities.

J.E.'S QUARTERBACK

In John Elway's Quarterback, the players are not named, but there are 14 teams to choose from, and all the cities match with their real NFL teams.



The title screen is even autographed by superstar Quarterback John Elway!

The locker room screen makes you feel like you're one of the players.

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TECMO BOWL, RELEASED FEBRUARY 1989, TECMO

Before the annually released gridiron juggernaut known as Madden NFL was even a glint in the eyes of Electronic Arts's marketing team, Tecmo ruled the field with the disarmingly simple but fun Tecmo Bowl. Despite not having the NFL license, elaborate plays, or sophisticated graphics that depict every drop of sweat or falling snowflake, Tecmo Bowl somehow delivered the goods. Tecmo Bowl should serve as a reminder to game developers that sometimes less is more. You can check it out for yourself on Virtual Console.

➔ VOLUME 4, JANUARY/FEBRUARY 1989



ONE HUNDRED YEARS OF NINTENDO!



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SUPER MARIO BROS. SUPER SHOW!

For a time, Nintendo so completely dominated video game culture that its brands could be found in almost every imaginable context. There were Nintendo-branded cereals, underwear, and board games. And there was *The Super Mario Bros. Super Show!* Mixing live action with cartoon adventures, Lou Albano (Mario) and Danny Wells (Luigi) frolicked with celebrity guests over the course of the 1989 fall season.

➔ VOLUME 7, JULY/AUGUST 1989

DRAGON WARRIOR, RELEASED AUGUST 1989, NINTENDO

Having witnessed the phenomenal sales of RPGs in Japan, Nintendo set out to bring the genre to North America and turn gamers here into RPG fanatics. The plan centered on introducing Japan's most successful RPG series, Dragon Quest, to the NES faithful. Due to trademark concerns the title was changed to Dragon Warrior, and after the writer of this article localized its screen text, the game was ready to sweep across the land. The release of Dragon Warrior also led to the best subscription deal of all time, as Nintendo Power offered new and returning subscribers a free copy of the game. Although in North America the Dragon Quest series hasn't yet matched its Japanese popularity, Nintendo's efforts in bringing the genre to our shores has since been rewarded with the success of countless RPG titles and franchises. **K VOLUME 6, MAY/JUNE 1989**

DRAGON WARRIOR



Coming Soon to the NES!

Prepare yourself...

A story of unprecedented depth is about to unfold before you. The first game in the Dragon Warrior series is arriving.

... Long, long ago it is said dragons and men lived in harmony in those ages, dragons and men alike trained themselves in the art of magic. But this magic also served as a catalyst for the growth of evil. One such soul, a dragon from Charlock, would blacken the pages of history and change the world for all time...




When the dragon from Charlock learned the secrets of magic, he would turn dark. He sought unlimited power and destruction. Even the bravest of men or dragons would dare only whisper the name of the "Dragon-land." Erdrick was one such brave man.

One brave man sets out alone to combat the dragon.




For many years Erdrick toiled in pursuit of the Dragon-lord, even into the dark halls of Charlock, the dragon's dreaded castle. But in the end he failed. To three keepers he entrusted weapons and magical items which would aid a true-hearted hero, should one ever come to the kingdom. Then he passed away into legend and the mists of folklore.

Then, after ages pass, a new hero arrives.



Experience the birth of a new era in role-playing adventure.

The introduction of Dragon Warrior represents more than just the release of a new game. It marks the beginning of a new and different direction for NES games. A few other RPGs have preceded this release, but none comes close to being part of as monumental a game series as Dragon Warrior. In Japan, this is the game that launched three sequels, and is unmatched in popularity. By devoting a larger percentage of Game Pak memory to game depth, game play has evolved into a much more complex and

rewarding adventure. In addition, mere finger-speed and sweat are no match for the challenges which lie in wait for every player. Now more than ever before, an era of deductive reasoning is challenging us all to excel—young and old, male and female. Your NES is coming of age. Look to Nintendo Power to provide you with the continuous stream of tips and clues you'll need to revive any stalled attempt to defeat the Dragon-lord. We'll begin with an in-depth introduction in the July-August issue of Power.

NINJA 外伝 GAIDEN



Items & Options

Adding the many items you find and collect—items disappear as fast as they appear. Collect the right items, and you'll be able to defeat the most powerful enemies.

THE RIGHT STUFF

- The hidden weapon is the Fire Bomb. It's a powerful weapon that can be used to defeat the most powerful enemies.
- The hidden weapon is the Fire Bomb. It's a powerful weapon that can be used to defeat the most powerful enemies.
- The hidden weapon is the Fire Bomb. It's a powerful weapon that can be used to defeat the most powerful enemies.

NINJA OPTIONS

- Use the Fire Bomb to defeat the most powerful enemies.
- Use the Fire Bomb to defeat the most powerful enemies.
- Use the Fire Bomb to defeat the most powerful enemies.

Act 4 A TRAP

Area 1—South American Amazon



Start

Act 4: South American Amazon. The first stage of the game. The player starts in the South American Amazon. The player starts in the South American Amazon. The player starts in the South American Amazon.

The Story Act 1-3

It has been a dark and twisted tale. The story of the game. The story of the game. The story of the game.

The Story Act 4-6

It has been a dark and twisted tale. The story of the game. The story of the game. The story of the game.

NINJA GAIDEN, RELEASED MARCH 1989, TECMO

Ninja Gaiden's contribution to gaming has been significant in several areas. As a platform-based action series, it has provided innovative and challenging—sometimes even punishing—gameplay. But when the first Ninja Gaiden appeared on the NES, it introduced something just as compelling as its difficulty: a dramatic narrative by way of cut-scenes. The marriage of comic-book-quality storytelling and hardcore platform action proved to be an intoxicating mix that has survived to the present day. **K VOLUME 6, MAY/JUNE 1989**

LOOK OUT! MARIO'S BACK AND THE FUN'S ABOUT TO BEGIN!

SUPER MARIO BROS. 3

This is it! Mario and Luigi return in their biggest adventure yet! Super Mario Bros. 3 has more secrets, more tricks and more outrageous obstacles than the first two Super Mario Bros. games put together! In fact, we could barely fit maps and tips for the first two Worlds in these eight pages. So let's go and see what we can find!

SUPER ITEMS TO HELP MARIO ON HIS WAY

These are the items Mario will come across in his quest to rid the Mushroom Worlds of Bowser's Koopa Children. Find and use them all!

- Mushrooms** turn Mario into Super Mario.
- Five Flowers** turn Mario into Fire Mario with Fire Ball Power.
- Leaves** give Mario the flying Rainbow Tail.
- Stars** grant Mario temporary invincibility.
- P-Wings** bestow the power of unlimited flight.
- The Cloud Jewel** allows Mario to skip one section of a world.
- The Music Box's** tune will put the Hammer Brothers to sleep.
- Break boulders** on the Map Screen by using the Hammer.
- The Anchor** will make the Koopa Kid's Ship doesn't move.
- Whistles** transport Mario to a special place. They are very well hidden.

WORLD 1-WORLD OF GRASSLANDS

This World of grass covered hills forms the pattern of the Worlds which follow. It is the smallest of all the Mushroom Worlds.

Inside the comfortable confines of your friend Toad's house, you'll be faced with three chests. All contain useful power-up items, so go ahead and pick one!

The regal White Mushroom House usually appears after you have done something special. Accordingly, there wonderful things inside, like P-Wings, Tanooki Suits or Anchors!

The Spade Panel will take you to a game where you'll get a chance to win extra lives.

MARIO ENTERS THE FIRST MUSHROOM WORLD

The first Mushroom World is a training mission. Techniques you use and perfect here will be useful when applied to the Worlds which lie ahead. Get the Mushroom in the fourth Question Block and then follow these steps:

- With a running start, soar into the sky! Follow the path of light.
- Reach the floating platforms, collect the 1-up and coins.
- Get another running start so you can fly to the end of the World.
- Flying is one of the most important moves in Super Mario Bros. 3. Make sure you do it when ever you have the running room to take off and you'll find lot of coins and items.
- Dropping down pipes into secret rooms will reset the Switch Block.
- The Switch Block turns coins into blocks and blocks into coins, a valuable trick.
- Stop the clock with the timer on an even number, and the points and coins matching at a multiple of 11.

MARCH / APRIL 1990 9

SUPER MARIO BROS. 3, RELEASED FEBRUARY 1990, NINTENDO

By early 1990, the NES was a full-blown phenomenon. Nintendo owned 90% of the video game market and it was about to release the newest version of its biggest franchise—Super Mario Bros. 3. Launch day followed a huge TV campaign and a cameo in the movie *The Wizard*, and millions flocked to snatch up the title. Mario and Luigi were bigger than life. They could fly, swim, and toss hammers. Bowser's kids—the Koopalings—were introduced. And every inch of the seven worlds was filled with Miyamoto's quirky magic.

VOLUME 11, MARCH/APRIL 1990



FINAL FANTASY

FROM CONERIA TO CRESCENT LAKE: THE QUEST BEGINS

There's so much to see and do in Final Fantasy that even the 84-page Explorer's Handbook provided with the game can't cover everything. The following three pages list the major tasks facing the Light Warriors during the early stages. If you're just starting out, use the information as a quick play guide. If you're already a seasoned Conqueror, you might want to see if you've missed anything valuable. There is so much treasure lying about that missing a critical treasure chest is easy to do. Get your bearings using the full world map on pages 12 and 13. If you missed the first installment of the "Treasure Quests," be sure to look back at your March/June issue. Contact details can also be found in the March/June issue of Nintendo Power.

CONERIA

The quest of the Light Warriors begins here in Coneria. First, visit the King in the castle and talk to everyone you meet. Then go to the town and buy weapons and armor at the shops. Make sure you Equip each Warrior in the forest outside the town, fight enemies until you reach level 3 for each member of your party.

GARLAND'S CASTLE

In the north is the castle home of Garland, an evil wizard who holds frequent dark parties. Take as many final parties as you can afford. Magic users in your party should seek the magic for the fight against Garland: MARCH, CURE and FIRE. Use all your spells, and then return to the castle before the battle.

MATOKA'S CAVE

Cross the King's Bridge to the north and begin exploring the Matoka's Cave. Again, bring one of the other members of your party with you to save your progress. Once you reach the cave, the bosses tell you how to use the world map. Then talk to Matoka.

THE ADVENTURE GOES BEYOND ANYTHING YOU'VE EVER KNOWN

Final Fantasy redefines the limits of both Adventure and Role Playing Games by plunging you into a world brimming with its own history and legends. It is a vast world that pits you against deserts and oceans as well as armies of demons. Solving the puzzles and winning the battles are not easy tasks, but they're not impossible either. Let a quick start using the Explorer's Handbook that comes with the game. A quick review of Final Fantasy's complex stages follows this page. There it's an in-depth breakdown of the game's story, the game's challenges by level, and also all the final bosses and the most important Final Fantasy treasure chests and how you might win them!

VOLUME 13, JULY/AUGUST 1990

FINAL FANTASY, RELEASED MAY 1990, NINTENDO

Nintendo of America brought this popular Square Soft RPG to North America as the second part of its strategy to introduce American gamers to Japanese-style role-playing. The lion's share of the marketing effort was executed by Nintendo Power, which sponsored a three-part sweepstakes and produced a miniguide that was packaged with the game. With its rich storytelling and funky mix of fantasy and technology, Final Fantasy was a big hit.

VOLUME 13, JULY/AUGUST 1990



MANIAC MANSION, RELEASED SEPTEMBER 1990, JALECO
Lucasfilm Games (which later became LucasArts) tickled the funny bones of gamers with its graphic adventure Maniac Mansion. The NES version was much tamer than the PC game, but it created controversy nonetheless when it was discovered that players could cook a hamster in the microwave. In spite of such tasteless moments, Maniac Mansion innovated gaming concepts such as multiple endings and playable characters with differing abilities that had to be used to solve puzzles.

K VOLUME 16, SEPTEMBER/OCTOBER 1990

MEGA MAN III, RELEASED NOVEMBER 1990, CAPCOM

Mega Man's third action-adventure introduced Rush—the robotic dog—and Mega Man's slide move, which remained an important technique in many subsequent Mega Man titles. Challenging platform action and creative bosses, each of which gives up a critical new ability that Mega Man can use in later battles, are hallmarks of this fan-favorite franchise, which is still going strong.

VOLUME 20, JANUARY 1991



BATTLETOADS, RELEASED JUNE 1991, TRADEWEST

Battletoads, created by British developer Rare, offered exceptional graphics that represented the pinnacle of technological achievement for the NES at a time when gamers were shifting to the new 16-bit consoles. It also established Rare in particular and non-Japanese studios in general as major players in the industry.

K VOLUME 25, JUNE 1991



GAME BOY

MOBILE GAMING didn't begin with the Game Boy. Nintendo's Game & Watch games and numerous simple handheld games, such as Mattel Football, preceded the Game Boy. But the Game Boy replicated the type of action gamers expected from their home consoles, and it did so in a portable, remarkably tough, and versatile handheld system, and *that* was unprecedented. The Game Boy's longevity is also notable. In an industry that typically introduces a new generation of hardware every five to six years, the handheld's active life was double that! Over its lifetime the device shrank, and it received brightly colored casings and eventually a color screen. Most impressive of all, its appeal didn't wane until the Game Boy Advance finally appeared in 2001.

The secret to the Game Boy's success

was not the technology it employed. Better-looking graphics were available on the Atari Lynx and the Sega Game Gear. But Nintendo designed the Game Boy to be serviceable, long-lasting, and easy to program. The Game Boy's secret was a combination of those engineering decisions and its vast library filled with must-have games, most notably Tetris. The importance of the system as a profit center for Nintendo can't be understated, either; in spite of what was happening in the heated home-console wars, the handheld provided a steady stream of revenue. The NES may have bootstrapped Nintendo's success, but the Game Boy assured it.

The Game Boy's longevity provided a safe haven for experimentation, and as a result struggling genres such as RPGs and puzzle games, as well as clever technical toys like the Game Boy Camera and Printer, found a home on the system. Even late in its life the Game Boy was perfectly suited to host the phenomenon that was Pokémon. So complete was Nintendo's domination in the handheld category that few challengers stuck around for more than a few years, and none succeeded at grabbing meaningful market share. The Game Boy's history is a testament to the adage "less is more."

NORTH AMERICAN RELEASE
August 1989

GLOBAL SYSTEM SALES
116.7 Million (as of March 2008)

GLOBAL SOFTWARE SALES
501.1 Million (as of March 2008)

KEY FEATURES Portable video game system, 8-bit processing, four-shade graphics, four-button control with directional Control Pad, Game Boy-to-Game Boy cable connectivity, Game Pak media (battery backup available)

GET READY FOR HIGH TECH LIFE



10-FORCE

SAME BOY

Baseball. There is

network feature that allows you to hook two Game Boys together. You'll get an all new type of two player competition as you each view the action on your own screen. Game Boy will also feature built-in game play controls and personal earphones that transmit STEREO SOUND! Scheduled for late summer. Not. Very hot.

The first mention of Game Boy in Nintendo Power revealed a host of features, including the ability to connect two Game Boy units (via Video Link Cable) for multiplayer action. Although connectivity was seldom implemented as a significant feature in many games, it remained a much ballyhooed promise throughout Game Boy's lifetime.

Tennis—those were the games one might have expected for the launch of a new video game system, but the crowning brilliance of the Game Boy's launch was to include Tetris as a pack-in title. Nintendo secured the rights to use Alexey Pajitnov's addictive action-puzzle game and leveraged Tetris ("From Russia with Fun," as it was marketed) to promote Game Boy. As *Wii Sports* has been for *Wii*, Tetris was the perfect game for Game Boy—it demonstrated many of the system's strengths and it was almost impossible to put down.

VOLUME 7, JULY/AUGUST 1989 

GAME BOY. WHAT IS IT?

Tetris; a block maneuvering puzzle solver that everyone is talking about. Game Boy games have all of the detail, depth and dimension of NES games, condensed to a size that will go where you want to go. The optional Rechargeable Battery Pack/AC Adapter guarantees that game play will continue for a long time.

It's All In Your Hands!



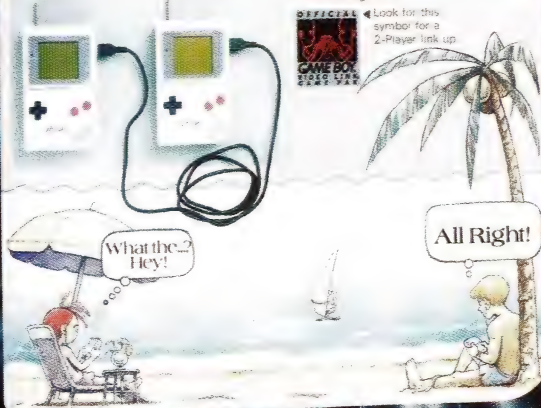
All the Power of the NES, Pocket-Size

Game Boy alone offers the power and capability of a larger system in a package that is about the size of an NES Controller with an LCD screen tacked on. While the technology allows for only a monochrome screen, the intimacy and resolution of the screen is one of the joys. And, in headphones, you're able to listen to Nintendo games in true stereo for the first time. Five complex and challenging games are already available or

Video Link for a Two-Player Challenge!

Two-player games are fantastic with Game Boy and the Video Link Cable which will allow two Game Boys to be connected and played simultaneously. Two players plus two Game Boys and the video Link Cable equals ten times the fun. Since there are two

With Game Boy and allow two Game and simultaneously. and the video Link since there are two



After several months of lead-up, the Game Boy launched in August 1989. Contrast that to the years of news and updates that often precede the launch of a video game console or major title today. The culture of rabid anticipation had not yet overtaken video game fans; in fact, I can still recall the feeling of surprise and wonder when the first Game Boy showed up at Nintendo of America and I held it in my mitts, marveling at the weird yellowish graphics and thinking how cool it was.

VOLUME 8, SEPTEMBER/OCTOBER 1989 

SUPER MARIO LAND, RELEASED AUGUST 1989, NINTENDO

The idea of launching a system along with a new Super Mario Bros. game may have begun with the NES, but with the Game Boy and Super Mario Land it became a tradition. With the Game Boy ranking as one of the top-selling video game systems of all time, it should come as no surprise that Super Mario Land is one of the top-selling Mario games in history. **VOLUME 9, NOVEMBER/DECEMBER 1989**

GAME BOY

SUPER MARIO LAND

A GAME BOY EXCLUSIVE — MARIO SETS OUT ON A NEW ADVENTURE

A big, big selection of Game Boy games have been announced for release in the near future. Leading the pack is the latest adventure of the greatest video game character ever, Mario! Help Mario make tracks over land, sea and air with some hot new gadgets in a mad, mad world. It's Super Mario Land.

He's Up To Some Of The Same Old Tricks!
It's an exciting new adventure for Mario, but some things never change. He's still in search of size increasing Mushrooms and Fire Flowers, running and jumping through a maze of giant pipes and blocks.

And New Ones, Too!
A new land and some inventive gadgets make Mario's latest journey unique from all his others. Piloting a sleek and speedy Mini-Sub with turbo Torpedoes and a one-seat propeller driven Plane, Mario motors through 12 stages of unexplored territory to save Princess Daisy.

World-1-1
START

Power Up!
Release the first Mushroom with a quick hit from under the block and add power to your punch.

Superball Power!
You can add to your wealth quickly in the Coin Room by unleashing a Superball to collect the treasure.

The First Goal!
You've made it to the end of the first stage! Get ready for the challenges ahead and collect a Bonus by reaching the top door.

Extra! Extra!
Step right up onto the lower block and jump up again to let loose a 1-Up Heart.

Another way to get to World 1-2

GAME BOY

World-1-2

This stage consists of one suspended platform after another. Watch your step! Be sure to collect a couple of 1-Ups on your way.

Power up at the top of this stage and ready yourself for the challenges ahead

Release an invisible 1-Up by jumping at the left side of the low platform indicated above. Be careful!

Another 1-Up
Add to your collection of lives with an additional 1-Up Heart before the stage comes to an end.

Quick and easy—collect another character.

World-1-3

START

Elevator Going Up!
Jump up just right of the wall and an Elevator will materialize. Leap to the blocks on the right and jump on top of the Elevator. You'll be lifted to the upper level.

Discover the lift
Up, up and away!

Another Elevator Awaits
Reveal another mystery lift in a row of hovering blocks. Break the second to last block and jump again to make the Elevator appear. It'll bring you very close to a pipe that leads to a lucrative Coin Room.

Hidden Elevator
Hidden

Take on the Leader.
It'll take five Superball hits to put an end to the level leader, Gao. Avoid his Fireballs and shoot your weapon when you have the chance. If you don't have Superballs, run underground from as he jumps. You can do it!

GOAL

FACEBALL

2000

Finally! Faceball 2000, new from Bullet-Proof Software, gives you a chance to blast these terminally cheerful "smiley faces" into oblivion. Two play modes, Cyberscape and Arena, provide variety, and multiple-player capability adds challenge. Try the four-player game for maximum fun, and remember to "Have a nice day!"

CYBERSCAPE
Don't take the wrong turn! Find your way to the flashing exit, and get ready for the more challenging mazes that lie ahead.

ARENA
More fun for multiple players. Arena mode pits you against your friends on a variety of playfields. Get them before they get you!

Cyberscape Escape

Level 14
Check the Pods here for important information. It seems that you will have to find a special key to open certain doors. Knobs are used to stay open without a key. The key is only found at the end of the maze.

Level 15
Level 15 has some active walls that will disappear if you shoot them. Blast them away and look for the flashing exit.

Options
You control the great game action and set some interesting options to boot.

Items & Power-Ups
Keep your eyes open. Smiles, Cyberscape is riddled in addition to the exit in each level, you should be looking for helpful items that will make your journey easier.

FACEBALL 2000, RELEASED DECEMBER 1991, BULLET-PROOF SOFTWARE

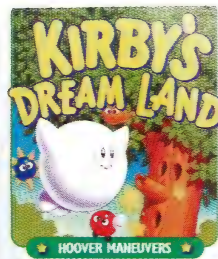
Xanth Software F/X developed MIDI Maze—one of the first 3-D first-person shooters—and then created a Game Boy version (Faceball 2000) that was published by Bullet-Proof Software. The flat-shaded mazes and characters of Faceball 2000 were no great shakes visually, but the hide-and-seek action was later employed in Doom and subsequent first-person shooters, and the FPS became one of the dominant video game genres.

VOLUME 10, NOVEMBER 1991

KIRBY'S DREAM LAND, RELEASED AUGUST 1992, NINTENDO

The Kirby era began when HAL Laboratory's vacuum-mouthed puffball—created by none other than Masahiro Sakurai, who later went on to create the Super Smash Bros. series—gave Game Boy its first homegrown hero. Kirby proved to be so popular that his ability-copying antics eventually migrated to Nintendo's other platforms and earned the pink wonder a successful cartoon series.

VOLUME 39, AUGUST 1992



SUPER MARIO LAND 2: 6 GOLDEN COINS, RELEASED NOVEMBER 1992, NINTENDO

Kirby wasn't the only Nintendo character to begin his video game career on the Game Boy. Wario first appeared as the antagonist in Super Mario Land 2, having transformed the inhabitants of Mario Land into zombies while Mario was off adventuring in Sarasaland in the first Super Mario Land.

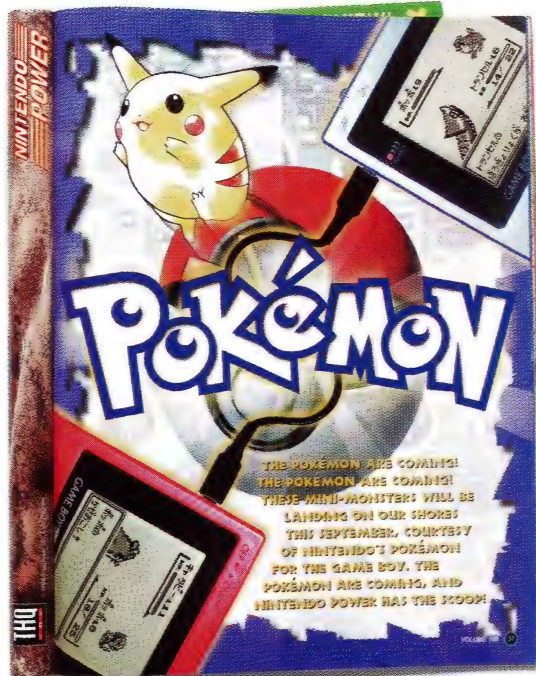
VOLUME 42, NOVEMBER 1992

THE LEGEND OF ZELDA: LINK'S AWAKENING, RELEASED AUGUST 1993, NINTENDO

If anyone doubted that the Game Boy was up to the task of hosting a complex, full-bodied adventure game, The Legend of Zelda: Link's Awakening proved them wrong. Link's first adventure on a handheld system was as elegantly crafted as any of the home-console Zelda titles.

VOLUME 50, JULY 1993





POKÉMON RED AND POKÉMON BLUE, RELEASED SEPTEMBER 1998, NINTENDO

VOLUME 108, MAY 1998

Nine years into its life, Game Boy was about to experience a surge of popularity that was unparalleled in the history of video gaming. When Nintendo Power's staff was asked to evaluate an RPG that had rocketed to the top of the charts in Japan to determine if it had a chance of duplicating that success in North America, staff writer Paul Shinoda became obsessed with trying to catch 'em all. Millions of parents can thank Nintendo Power (in part) for learning about the phenomenon that would soon sweep over America. With excruciating care, Nintendo prepared the way for Pokémon's trans-Pacific journey. Coordinating the game launch, the TV show, promotional opportunities, and a vast merchandising effort, Nintendo of America finally tossed out its white-and-red Poké Ball of destiny, and the rest is history. For its part, Nintendo Power celebrated Pokémon's arrival with Pokémon Power—a 36-page magazine inserted inside NP—which included Pokémon comics, news, and strategy.

INTRODUCING

GAME BOY COLOR

Color graphics!
More speed! Bigger games!
Wireless Data Transfer!

Game Boy Color Has All this and more.

There's a New Game Boy in Town

The Game Boy Color Makeover

Game Boy Color by the Numbers

	Game Boy Color	Game Boy
Screen Colors	35	4
Total Palette	32,768	4
CPU Speed	2.1MHz	1.01MHz
Work RAM	32K bytes	8K bytes
Video RAM	16K bytes	8K bytes
Serial Communications Rate	Up to 115K bits/sec	Up to 9.6K bits/sec
ROM Size	Up to 64 Megabits	Up to 8 Megabits

GAME BOY COLOR, RELEASED NOVEMBER 1998

On the day that color came to Game Boy, you could probably have heard lots of people say, "Well, it's about time." But Nintendo has seldom been accused of rushing products to market, and only in 1998 was the company sure the world was finally ready for a mass-market, handheld gaming system with color graphics. With a palette of more than 32,000 colors, the Game Boy Color (GBC) was just the breath of fresh air the Game Boy franchise needed, and since it was backward compatible with all previous Game Boy games, it launched with hundreds of titles already on shelves.

VOLUME 114, NOVEMBER 1998



SUPER MARIO BROS. DELUXE, RELEASED MAY 1999, NINTENDO

There was great rejoicing when the original Super Mario Bros. came to GBC. It was a no-brainer—who could resist a portable version of the most beloved game in the Nintendo firmament? The updated version included multiplayer and challenge modes, and Super Mario Bros.: The Lost Levels (Super Mario Bros. 2 in Japan) was an unlockable bonus.

VOLUME 120, MAY 1999

POKÉMON GOLD AND POKÉMON SILVER, RELEASED OCTOBER 2000, NINTENDO

By the time Pokémon Gold and Pokémon Silver arrived for the Game Boy Color, the Pokémon faithful were ready for something new, having gone two years with only Pokémon Yellow to sate their thirst for new Pokémon experiences. What they got was the land of Johto (which was crawling with 100 brand-new Pokémon as well as the original bunch from Pokémon Red and Pokémon Blue), a real-time clock, new specialized Poké Balls, and the ability to breed Pokémon Eggs.

VOLUME 136, SEPTEMBER 2000



THE LEGEND OF ZELDA: ORACLE OF SEASONS/ORACLE OF AGES, RELEASED MAY 2001, NINTENDO

Created by a special Nintendo/Capcom development team, Oracle of Seasons and Oracle of Ages remained true to the series while introducing a few innovations, such as the presence of helper animals. The games also offered a unique connection; by playing through one of the two games, players obtained a password that they could enter at the outset of the second game to transfer the first game's hero, as well as to provide some benefits and extra challenges.

VOLUME 142, MARCH 2001

A HERO FOR ALL SEASONS

WHAT'S BETTER THAN A NEW LEGEND OF ZELDA ADVENTURE FOR GAME BOY COLOR? WHY, IT'S TWO LEGEND OF ZELDA ADVENTURES WITH AN INNOVATIVE, INTERWEAVING STORY AND CHARACTER SYSTEM, OF COURSE!

This spring, Nintendo presents the simultaneous releases of *The Legend of Zelda: Oracle of Seasons* and *The Legend of Zelda: Oracle of Ages*, two intriguing, complementary titles in the ongoing saga of epic heroics in Hyrule. Both games are a joint production of Nintendo and Capcom. This month, we take a look at *Oracle of Seasons*, in which Link is transported to a land that is lost in summer. There he discovers among many ability-granting items, the Rod of Seasons, a device that gives him control over the forces of nature. By changing summer into winter or by transforming spring into fall, Link can open new paths and forge ahead in his quest to restore order to the land.



The Legend of Zelda: Oracle of Seasons features appearances by some familiar Legend of Zelda characters, along with the debut of several new friends.

DIN AND CHAOS

The land of Holodrum provides the setting for *The Legend of Zelda: Oracle of Seasons*. After magically transporting to Holodrum, Link witnesses an event that sends the land into a state of confusion. Power-hungry General Gorgon is the source of the trouble. With the power of a mighty storm, Gorgon descends upon the land and kidnaps Din, a beautiful dancer who turns out to be the Oracle of Seasons. With Din under his control, Gorgon is able to cast the forces of nature into chaos. To set things right and bring Din back from Gorgon's grasp, you must help Link explore the land, collect items and tools and defeat Gorgon's army of evil creatures.



POWERFUL PALS

You'll meet a cast of helpful characters in Holodrum. Some provide you with information and items. Others fight alongside you with powerful attacks, and every now and then, they'll even save you from a sticky situation. Meet the following:

- Moat:** A winged polar bear, attacks with a ground-pounding assault. Rides a floating kangaroo, knocks out enemies with quick and powerful jabs. Dismantles a Dodongo, devours enemies and carries you across water. You can call on your new friends by using a collection of magical flowers.
- Dodongos:** Have been your enemies in the past, but don't be fooled. They're actually your friends.
- Chim:** A small, round, pink creature that lives in the water. It can turn into a fish and swim around, or it can turn into a bird and fly.
- Chim's friends:** A group of small, round, pink creatures that live in the water. They can turn into a fish and swim around, or they can turn into a bird and fly.



MOBILE SYSTEM GB, RELEASED DECEMBER 2000 (JAPAN ONLY)

The Mobile System GB gave Japanese Game Boy Color owners the opportunity to connect their game systems to their mobile phones; once connected, they could access the Mobile Data Center to exchange game data, receive email, and get game news. The big win was for Pokémon Crystal players, who could trade Pokémon and battle championship teams using the network. Although the Mobile System GB never made it across the Pacific, much of its functionality later made it to the Nintendo DS.

VOLUME 143, APRIL 2001

GAME WATCH

THE ONLY VIDEO SOURCE FOR ALL NINTENDO NEWS

THIS MONTH

Game Boy Takes to the Air

Game Boy officially entered the new millennium and took to the airwaves with a lot to offer phone users. The Mobile System GB was on air in Japan. The Mobile System GB is a network software cartridge that connects to a mobile phone. It allows you to exchange game data, receive email, and get game news. The big win was for Pokémon Crystal players, who could trade Pokémon and battle championship teams using the network. Although the Mobile System GB never made it across the Pacific, much of its functionality later made it to the Nintendo DS.

THE LEGEND OF LUFIA GROWS

The Legend of Lufia is a series of games that have been popular in Japan. The first game, *The Legend of Lufia*, was released in 1990. It was a success, and it led to the development of *The Legend of Lufia II* and *The Legend of Lufia III*. The series is known for its high-quality graphics and engaging gameplay. The games are set in a fantasy world where players can explore, battle, and build. The series has a dedicated fan base and is considered one of the best RPGs of the 1990s.

A-QUESTS WE WILL GO

A-Quest is a series of games that have been popular in Japan. The first game, *A-Quest*, was released in 1990. It was a success, and it led to the development of *A-Quest II* and *A-Quest III*. The series is known for its high-quality graphics and engaging gameplay. The games are set in a fantasy world where players can explore, battle, and build. The series has a dedicated fan base and is considered one of the best RPGs of the 1990s.

A PLACE IN HISTORY

The Legend of Lufia is a series of games that have been popular in Japan. The first game, *The Legend of Lufia*, was released in 1990. It was a success, and it led to the development of *The Legend of Lufia II* and *The Legend of Lufia III*. The series is known for its high-quality graphics and engaging gameplay. The games are set in a fantasy world where players can explore, battle, and build. The series has a dedicated fan base and is considered one of the best RPGs of the 1990s.

SUPER NES NEWS

The Japanese launch of the Super NES was met with such enthusiasm that the Japanese government requested that all subsequent video-game-system launches should occur over the weekend to minimize disruption of businesses and schools. In North America, Nintendo Power provided early peeks at the console and its first wave of games.

VOLUME 25, JUNE 1991



VOLUME 28, SEPTEMBER 1991

SUPER MARIO WORLD, RELEASED AUGUST 1991, NINTENDO

Every new console should have at least one game that demonstrates why the system is an improvement over the previous generation's offerings. For the Super NES, that game was Super Mario World (SMW), which was packed in with the console early on so nobody was likely to miss how impressive the Super NES was. SMW was a sprawling, jam-packed, colorful circus of a game that proved beyond a shadow of a doubt that Shigeru Miyamoto and SMW director Takashi Tezuka were masters of their art. This was the game that introduced nonlinear play to the Mario series by allowing entrance to the game's 72 stages from a world map. It introduced a lovable green dinosaur named Yoshi—Mario's trusty steed. There were new moves, new challenges, hidden worlds, and special graphical effects such as scrolling backgrounds and scaling sprites that added to the game's impact and made it one of the all-time favorite Nintendo games.

F-ZERO, RELEASED AUGUST 1991, NINTENDO

If Super Mario World demonstrated the Super NES's ability to portray a magical world, F-Zero demonstrated that the console could generate raw speed. Elevating the race tracks high above the ground not only fit into the futuristic theme of the game, but also helped create an illusory 3-D setting by eliminating the need for environments bordering the track.

VOLUME 29, OCTOBER 1991





FINAL FANTASY II, RELEASED NOVEMBER 1991, SQUARE SOFT

The arrival of Final Fantasy II in North America (known as Final Fantasy IV in Japan) is probably a bigger event in retrospect than it was at the time. Who could have predicted the Final Fantasy franchise's phenomenal breadth, longevity, and appeal? Series-favorite characters Cecil, Kain, and Cid became the first of many heroic figures to win fame in the Americas. Largely due to the emotional impact Final Fantasy games stirred among their fans, the discussion of the importance of narrative and artistic concerns in video games was ignited. The debate rages to this day; some people argue that video games are an interactive narrative art form, while others believe games are *just* games. But if emotional involvement is a measure of artistic value, then Final Fantasy II and its brethren must surely be works of art.

R VOLUME 30, NOVEMBER 1991

THE LEGEND OF ZELDA: A LINK TO THE PAST, RELEASED APRIL 1992, NINTENDO

Link's third adventure remains for many gamers the best Super NES title, and many of them would argue that it is the best game of all time. Franchise staples such as the spin attack, the Master Sword, the Hookshot, the Pegasus Boots, and dual-world exploration were first experienced in A Link to the Past. Nintendo's master composer, Koji Kondo, made the most of the Super NES's sound-processing capabilities (which were substantially improved over the NES's) and created a score that added emotional depth to a mesmerizing gaming experience.

V VOLUME 34, MARCH 1992



STREET FIGHTER II: THE WORLD WARRIOR, RELEASED JULY 1992, CAPCOM

Street Fighter II gave the fighter genre its big break; the game ruled the arcades, and then conquered North American homes by way of the Super NES. Although the unique six-button, arcade-style controls had to be reconfigured for the home console, the blistering action, special moves, and colorful fighters translated well—so well that Street Fighter II for Super NES still ranks as Capcom's top-selling game of all time.

R VOLUME 36, JULY 1992

MARIO PAINT, RELEASED AUGUST 1992, NINTENDO

Mario Paint was an entire video-production studio in a game pak, and it was a snap to use with the packed-in Super NES Mouse accessory. This was at a time when most TVs were connected to a VHS recorder, which made it relatively easy to tape one's Mario Paint productions and share them. Fortunately, many of the creative ideas first explored in Mario Paint have been resurrected in Wii's Photo Channel and Mii Channel.

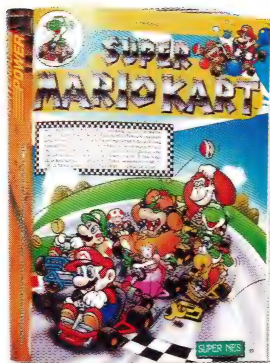
V VOLUME 35, AUGUST 1992



SUPER MARIO KART, RELEASED SEPTEMBER 1992, NINTENDO

The Mario Kart series is yet another top Nintendo franchise that got its start on the Super NES. Mode 7 scaling and rotation were implemented to create 3-D effects, but Super Mario Kart's real eye-opening innovation was its chaotic racing style and the use of items such as Koopa shells to hurl at opponents or mushrooms to give you a speed boost. Mario Kart became so popular that it spawned a new subgenre: kart racing.

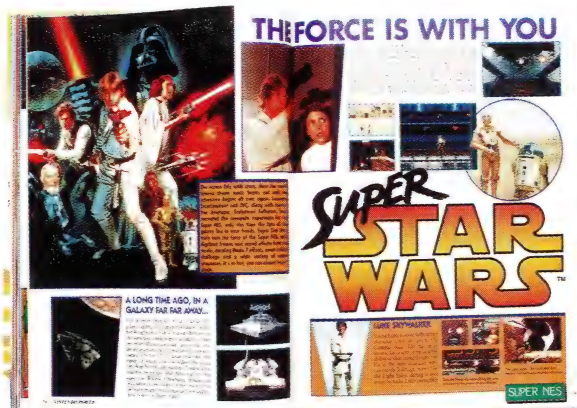
VOLUME 41, OCTOBER 1992



SUPER STAR WARS, RELEASED NOVEMBER 1992, JVC

One of the most accomplished developers for the Super NES was found not in Tokyo or London, but in Salt Lake City, Utah. Sculptured Software made its mark on the 16-bit generation with dynamic graphics, and by translating one of the great cinematic experiences—Star Wars—to the Super NES in Super Star Wars. Much of the game was presented as side-scrolling platform action, but you knew that the Force was with you when you got to drive the landspeeder or sit in the Millennium Falcon's gun turret and blast TIE fighters.

VOLUME 42, NOVEMBER 1992



STAR FOX, RELEASED MARCH 1993, NINTENDO

In many ways Star Fox was a simple shooter, but its technical legacy was far more profound than its gameplay. Star Fox paved the way for 3-D rendered environments. Boosted by the Super FX chip ensconced in the game pak, Star Fox generated polygonal elements with simple texture maps. Sprites were still used, as were traditional scrolling backgrounds, but the objects you encountered along the flight corridor were 3-D polygons that scaled and rotated to create the illusion of flying through a world with real dimensions.

VOLUME 46, MARCH 1993



THE LOST VIKINGS, RELEASED APRIL 1993, INTERPLAY

Developed by Silicon & Synapse, which later became Blizzard Entertainment, The Lost Vikings introduced an engaging style of platform action that utilized multiple player-controlled main characters, each with a unique capability, that the player used one at a time to overcome a variety of cleverly constructed obstacles. Erik, Olaf, and Baleog—the three Vikings who were lost in time—provided humorous dialogue between stages.

VOLUME 48, MAY 1993



VOLUME 48, MAY 1993

SUPER MARIO BROS. LIVE-ACTION MOVIE, RELEASED MAY 1993

Nobody won an Oscar for this romp starring Bob Hoskins, John Leguizamo, Dennis Hopper, and Samantha Mathis, but the fact that the Super Mario Bros. game series was made into a movie demonstrates how far Nintendo had waded into the mainstream of American culture.



SUPER NES CONTROLLERS

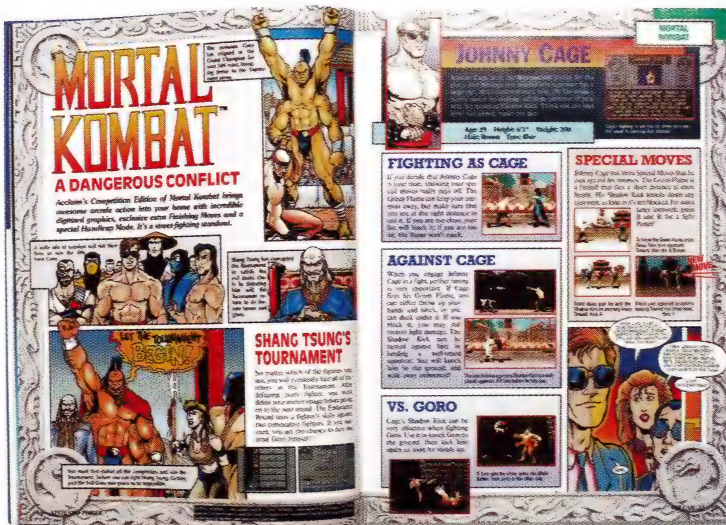
The growing list of Wii accessories may seem unprecedented, but consider all the controllers created for use with the Super NES. Some, such as Nintendo's Super Scope, were used with a handful of shooting-focused games. Others were much more obscure, such as the Miracle Piano Teaching System—a keyboard you could connect to your Super NES to inspire yourself to practice playing piano while using the keyboard as a controller.

VOLUME 49, JUNE 1993



MORTAL KOMBAT, RELEASED SEPTEMBER 1993, ACCLAIM

Ed Boon and John Tobias created a huge stir with their arcade hit *Mortal Kombat* due to the graphic nature of the "finishing moves" players could use to end a fight. The Super NES version was notable for its bloodless graphics; it was outsold by the less conservative Genesis version many times over. *Mortal Kombat*, and subsequent games that depicted extreme violence, became the rallying point for parents and legislators who demanded and eventually got an industry-wide rating system. **VOLUME 53, OCTOBER 1993**



KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL, RELEASED MARCH 1994, NINTENDO

If Nintendo's lineup has had a glaring weakness over the years, it has been in the area of sports simulations. During the mid '90s, however, that void was partially filled by a series of baseball games featuring superstar Ken Griffey, Jr. At the time, Griffey played for the Seattle Mariners, and Nintendo's majority ownership stake in the team made the endorsement a natural fit. Unlike Nintendo's focus on simple or wacky sports games such as *Wii Sports* and *Mario Super Sluggers*, the Ken Griffey Jr. series provided a realistic yet accessible simulation that still ranks as one of the best baseball experiences in video games. **VOLUME 55, APRIL 1994**

SUPER METROID, RELEASED APRIL 1994, NINTENDO

Nintendo's R&D1 unit and Intelligent Systems reprised NES sci-fi hit *Metroid* with a masterful sequel for the Super NES. Although the exploration and reward elements were taken straight from the original *Metroid*'s mold (and in fact *Super Metroid* even takes place on the same world—Zebes), the Super NES game's story took place after both *Metroid* (NES) and *Metroid II* (Game Boy), and incorporated many new areas, moves, and items. It is widely viewed as one of the best games for the console. **VOLUME 60, MAY 1994**





SUPER PUNCH-OUT!!, RELEASED OCTOBER 1994, NINTENDO

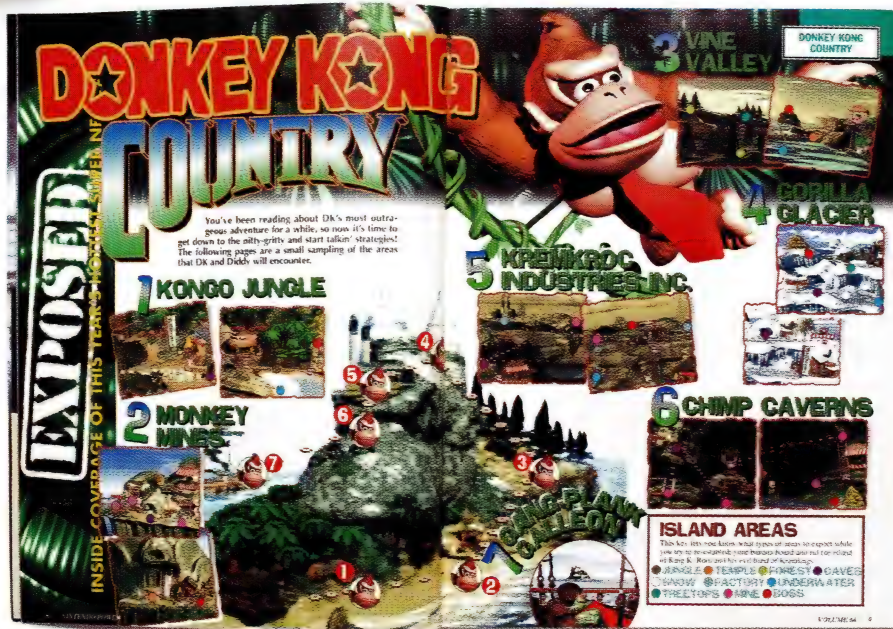
The original Punch-Out!! for the NES proved the folly of using celebrity endorsements when ex-champ Mike Tyson ran afoul of the law. But the game had been a success not just because of Tyson's presence, but because it created a fun boxing experience based on pattern memorization and the need for quick reflexes. Super Punch-Out!! drew on those elements and proved to be just as engaging as its predecessor. The Punch-Out!! franchise has lain dormant for some time, but with a Wii Punch-Out!! on the way, the future looks bright.

VOLUME 65, OCTOBER 1994

FINAL FANTASY III, RELEASED OCTOBER 1994, SQUARE SOFT

Final Fantasy III (known as Final Fantasy VI in Japan) ranks as one of the finest RPGs ever made. With a sweeping story, memorable scenes, and a cast of characters that ranged from comic to evil, Final Fantasy III was as much about evoking emotion as providing a gaming challenge. That isn't to say that the challenge was lacking in any way; rather, it is a reflection of how novel it was for games of that era to resonate emotionally.

VOLUME 65, OCTOBER 1994



DONKEY KONG COUNTRY, RELEASED NOVEMBER 1994, NINTENDO

The clever folks at Rare recognized before most people that the future of video game graphics was going to belong to rendered 3-D imagery. Using Silicon Graphics workstations and the best 3-D-rendering software of the day, they set out to realize their vision. Rare cleverly figured out that they could render backgrounds and sprites using state-of-the-art 3-D graphics processing, then plug those prerendered assets into a Super NES game. The stunning result was Donkey Kong Country—a classic side-scrolling platformer with glossy 3-D graphics that knocked the socks off of everyone who saw them. The game also rehabilitated Donkey Kong as a dynamic Nintendo hero—a big promotion for the stubborn ape who had been merely the antagonist in Nintendo's 1981 Donkey Kong arcade game.

VOLUME 66, NOVEMBER 1994





EARTHBOUND, RELEASED JUNE 1995, NINTENDO
 EarthBound's impact on the video game world did not stem from its modest commercial success, but from the die-hard fan base it engendered. The sci-fi-themed RPG was designed by Shigesato Itoi—writer, game designer, bass-fishing enthusiast and all-around funky Renaissance dude—in connection with developers Ape and HAL Laboratories. EarthBound (part of the beloved Mother series in Japan) bravely explored territory seldom visited in video games—parody, social commentary, and goofy humor. North America never got a sequel, but legions of EarthBound faithful still mount letter-writing campaigns in support of one. Perhaps as a nod to their perseverance, EarthBound's hero, Ness, has appeared as a character in the Super Smash Bros. series. **K VOLUME 73, JUNE 1995**

YOSHI'S ISLAND: SUPER MARIO WORLD 2, RELEASED OCTOBER 1995, NINTENDO

At a time when most studios were chasing the golden ring of photorealism and CD-ROM-driven cinematic animation, Nintendo's masters of Mario (Tezuka, Miyamoto, and team) were chasing a very different dream—the creation of interactive storybooks. Yoshi's Island—the sequel to Super Mario World—was presented with a handcrafted art style that belied the technological power of the Super FX 2 chip that was required to make it work. That same aesthetic can be seen in the Paper Mario series, The Legend of Zelda: The Wind Waker, and The Legend of Zelda: Phantom Hourglass.

VOLUME 77, OCTOBER 1995 K



SUPER MARIO RPG: LEGEND OF THE SEVEN STARS, RELEASED MAY 1996, NINTENDO

Super Mario RPG was a collaboration between Square Soft and Nintendo that featured prerendered graphics and a mix of RPG and action gaming elements, and was the first time players really got to explore the Mushroom Kingdom and talk to its inhabitants. Advanced Computer Modeling (ACM) techniques using Silicon Graphics workstations were employed, and Shigeru Miyamoto oversaw the project. With the launch of the Nintendo 64 just a few months away, Super Mario RPG marked the end of the Super NES era.

K VOLUME 77, OCTOBER 1995

N64'S DEBUT

Super Mario 64 and Pilotwings 64 were the two games slated to be available at launch, and Nintendo Power covered them, along with the rest of the first wave of N64 titles—GoldenEye 007, Cruis'n USA, Wave Race 64, Body Harvest, Blast Corps, Star Wars: Shadows of the Empire, Doom 64, and many more were showcased. In many cases, however, the games were slow getting to the developmental finish line and into players' hands. The dearth of games for the N64's first year probably doomed the system to play second fiddle to the PlayStation.

VOLUME 85, JUNE 1996



SUPER MARIO 64, RELEASED SEPTEMBER 1996, NINTENDO

In many ways Super Mario 64 is the finest expression of Mr. Miyamoto's long-sought-after magical interactive garden. It is a game he thought about for five years before really sitting down to work on it. The result was a game that shaped the hardware platform as much as the platform shaped it. It is quite likely that had Mr. Miyamoto not envisioned Super Mario 64 as a free-roaming, 3-D experience, the N64 would have been a very different machine. In short, Super Mario 64 impacted everything that followed.

VOLUME 88, SEPTEMBER 1996

MIYAMOTO SPEAKS

In an interview reprinted from Japan's Famimaga 64, Shigeru Miyamoto shared his thoughts on the development of the N64 and Super Mario 64. As with most of his games, controlling the main character was of primary concern. The N64's triple-handled controller with the centrally located analog Control Stick may have looked odd, but it was extremely versatile. Its C Buttons were so-called because they were intended to be camera controls, but developers were free to use them any way they desired. Miyamoto envisioned lots of moves for Mario, including easy one-button maneuvers and hidden actions accessed by combinations of moving the Control Stick and pushing buttons.

VOLUME 89, OCTOBER 1996



MARIO KART 64, RELEASED FEBRUARY 1997, NINTENDO

The sequel to Super Mario Kart introduced 3-D terrain and four-player action, for which the N64 was ready right out of the box with its four controller ports. The free-for-all kart style of racing has often been criticized for being unfair since it rewards the use of items instead of emphasizing racing skill, but to this day there are few multiplayer experiences better than that served up by a Mario Kart title, and Mario Kart 64 is as good as any of them.

VOLUME 93, FEBRUARY 1997

GOLDENEYE 007, RELEASED AUGUST 1997, NINTENDO

GoldenEye 007, developed by Rare, kick-started multiplayer deathmatch gaming and turned the James Bond franchise into video game gold. The single-player, first-person-shooter mode was a blast, as well. Subsequent Bond titles from Electronic Arts (the Bond video game license-holder after Nintendo) have largely remained true to the GoldenEye 007 formula, though none have had GoldenEye's electrifying impact on the industry. That game demonstrated that a four-player split-screen experience could look great and deliver exhilarating gameplay.

VOLUME 99, AUGUST 1997



CONKER'S BAD FUR DAY, MARCH 2001, RARE

Before Conker took up a variety of self-destructive activities, he was an adventure-bound squirrel headed down the traditional Nintendo career path. In Nintendo Power's early preview, the game was called Conker's Quest, and it focused on innovative new techniques for conveying character expressions and awareness of the gaming environment. The developers described Conker as more of a pal than a traditional video game hero. When the game was finally released (with a Mature rating from the ESRB) Conker's persona was anything but cute and fluffy. The Nintendo Power Player's Guide for Conker's Bad Fur Day was a hilarious tribute to the wild antics in the game, and is one guide that no mature reader should miss.

VOLUME 100, SEPTEMBER 1997





DIDDY KONG RACING, RELEASED NOVEMBER 1997, RARE

The idea behind Diddy Kong Racing was to combine adventure elements with kart racing. There were bosses to race against and treasures to collect, but the biggest thrill was the variety of vehicles (karts, boats, and planes) and the inventive courses. The superb game was later revived with a DS sequel.

VOLUME 103, DECEMBER 1997

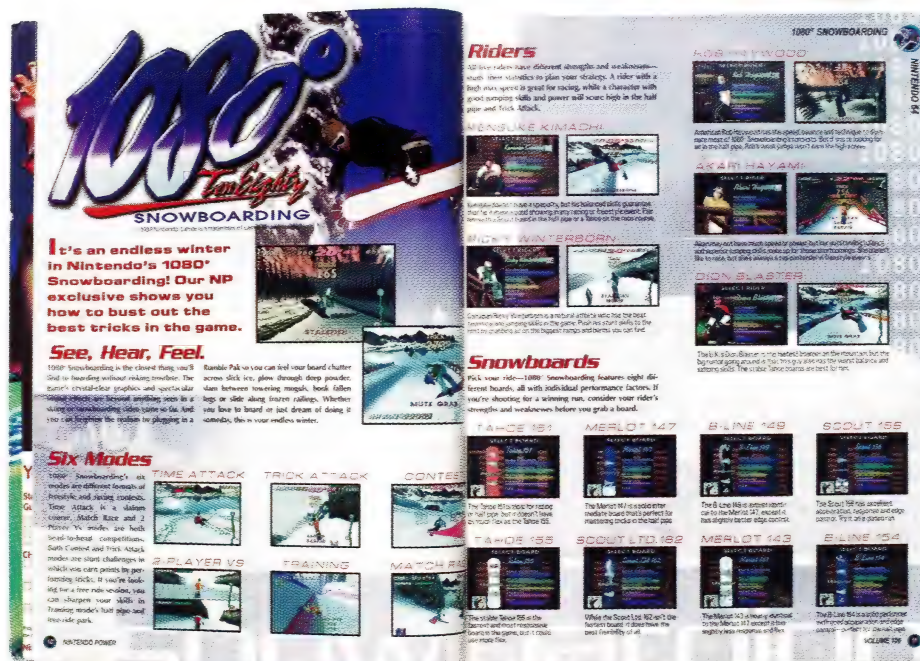
YOSHI'S STORY, RELEASED MARCH 1998, NINTENDO

Hideki Konno (most famous for his design work on the Mario Kart series) led the effort for this sequel to Yoshi's Island: Super Mario World 2. Yoshi's Story employed a "2 1/2-D" graphics style that combined 3-D prerendered elements with side-scrolling action. Its youthful artistic direction took the "living storybook" theme of the SNES original to a new level.

VOLUME 105, FEBRUARY 1998



NINTENDO 64



1080° SNOWBOARDING, RELEASED APRIL 1998, NINTENDO

Nintendo earned some much-needed street cred with 1080° Snowboarding. The game's physics (like those in the similarly awesome Wave Race 64) seemed to replicate the snowboarding experience to an amazing degree, and 1080°'s graphics were some of the best seen on the N64.

VOLUME 105, MARCH 1998



BANJO-KAZOOIE, RELEASED JUNE 1998, NINTENDO

As evidenced by Conker, Nintendo began publishing more titles that focused on brand-new characters and brands in addition to the classic properties, such as Donkey Kong, that had brought the company its greatest successes. The bird-and-bear team of Banjo and Kazooie gave the N64 two of its best new stars. Banjo-Kazooie provided 3-D platform action à la Super Mario 64, but with added humor and superior graphics.

VOLUME 109, JUNE 1998



THE LEGEND OF ZELDA: OCARINA OF TIME, RELEASED NOVEMBER 1998, NINTENDO

Link's shift to a 3-D polygonal environment may have seemed less revolutionary to players than Mario's since the traditional top-down perspective of The Legend of Zelda, A Link to the Past, and Link's Awakening had allowed players to explore freely. But navigating a 3-D Hyrule is much trickier technically than scooting about on a two dimensional overworld map, so Ocarina of Time utilized context-sensitive moves along with special controls such as Z-targeting (to keep Link focused on an enemy), all of which made the interface remarkably user-friendly. From puzzles to boss battles, Ocarina delivered exceptional experiences, and it remains one of the greatest video games of all time.

VOLUME 114, NOVEMBER 1998



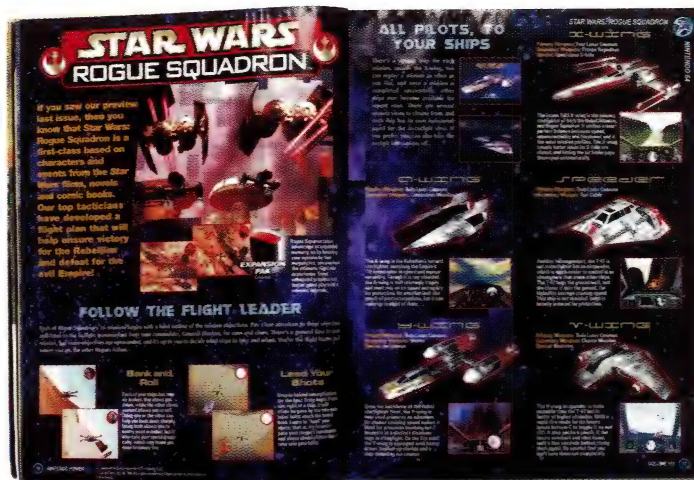
BODY HARVEST, RELEASED OCTOBER 1998, MIDWAY

The developers of the fan-favorite Super NES hit Lemmings went from building inviting action-puzzlers to an early sandbox adventure, Body Harvest, which included so many types of gameplay—from driving and third-person perspective exploration to pitched battles with aliens—that it made you wonder how it all fit on one Game Pak.

STAR WARS: ROGUE SQUADRON, RELEASED DECEMBER 1998, LUCASARTS

Factor 5—partnered with LucasArts—dug deep into the N64's architecture and created custom microcode solutions and clever programming workarounds to wring impressive graphics from the N64. Star Wars: Rogue Squadron was one of the games that benefited most from Factor 5's expertise. The mission-based shooter was not only a visual feast; it was fast, challenging, and fun.

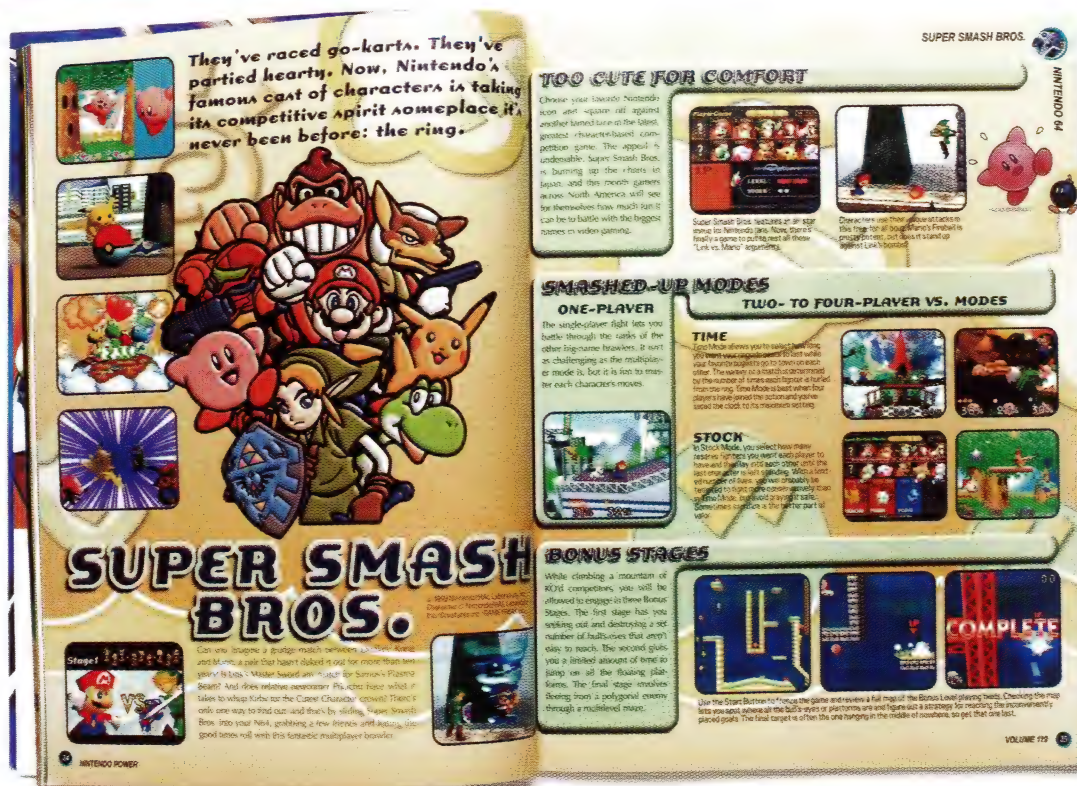
VOLUME 115, DECEMBER 1998



MARIO PARTY, RELEASED FEBRUARY 1999, NINTENDO

Mario Party blended old-style board-game concepts with fast-paced minigames in a winning combination that foreshadowed WarioWare and a host of games for Wii. What Mario Party (and its many successors) did best was provide fast, frantic, four-player fun—just like the box advertised!

VOLUME 117, FEBRUARY 1999




SUPER SMASH BROS., RELEASED APRIL 1999, NINTENDO

In the late 1990s, Masuhiro Sakurai and Satoru Iwata (now Nintendo Co. Ltd.'s president) developed an unusual fighting game at HAL Laboratory that was all about knocking your opponent off of a platform. When they got the incredibly clever idea of populating the game with Nintendo's signature characters, success was assured. Nintendo debuted the game in Japan, where it became a runaway success. When it was later brought to North America, the four-player battles became a social gaming phenomenon that has grown even stronger with the series' subsequent two releases.


VOLUME 119, APRIL 1999

MARIO GOLF, RELEASED JULY 1999, NINTENDO

By combining excellent play control and real-world physics with fun modes such as Ring Golf and Speed Golf, and topping it off with Mario and his pals (plus a few new characters), Mario Golf became the model for other sports-themed Mario games for years to come, such as Mario Tennis. **VOLUME 122, JULY 1999** 




TONY HAWK'S PRO SKATER, RELEASED MARCH 2000, ACTIVISION

X Games chic came to the N64 by way of Tony Hawk with Activision's port of a title that first appeared on the PlayStation. Port-itis was a common malady of the N64 and Nintendo GameCube eras, but fortunately many of the games, like this one, were worth playing on the N64 because they included revisions or extra elements. **VOLUME 131, APRIL 2000** 




JET FORCE GEMINI, RELEASED OCTOBER 1999, RARE

Jet Force Gemini was surprisingly dark and violent for a Rare title. The sci-fi-themed third-person shooter featured a co-op mode for two players to battle through the main story mode—something that remains unusual to this day. **VOLUME 124, SEPTEMBER 1999** 



PERFECT DARK, RELEASED MAY 2000, RARE

Agent Joanna Dark's mission on N64 takes the form of a first-person shooter, but a two-person, split-screen co-op mode and the competitive Counter-Op mode added to the game's depth. Like GoldenEye before it, Perfect Dark's multiplayer Combat Simulator gave the game lasting appeal. **VOLUME 131, APRIL 2000** 

IF GREAT GAMES COME ONCE IN A BLUE MOON, THEN THE MOON IS COMING IN FAST, AND IT'S HURTLING STRAIGHT INTO LINK'S WORLD IN HIS MOST FRANTIC ODYSSEY YET.

THE LEGEND OF ZELDA: MAJORA'S MASK

TIME AND AGAIN

The game spans a three-day period. Playing as Link or the other characters he encounters as you must help to many adventures and fight through an ever-changing landscape as you are helped and hindered by the moon's power.

RACING AGAINST TIME

Once Link enters the domain of the Clock Tower, he'll find himself racing against time. One hour of game time equals one minute of real time, and you'll have to make the most of it. The clock is ticking, and the game is on. Link must race to the top of the tower to save the world.

DAILY ROUTINES

The world of Termina is a place of routines. Link must follow a daily routine of visiting the temples, the clock tower, and the moon. The game is a puzzle of routines, and Link must find a way to break them.

SOMETHINGS LAST FOREVER

Link must find a way to break the routines of the world. The game is a puzzle of routines, and Link must find a way to break them. The game is a puzzle of routines, and Link must find a way to break them.

TO ANOTHER WORLD

The game begins with Link in the land of Termina. He must find a way to break the routines of the world. The game is a puzzle of routines, and Link must find a way to break them.

THE DEKU SCRUBS

Link must find a way to break the routines of the world. The game is a puzzle of routines, and Link must find a way to break them.

SPIN ATTACK

Link must find a way to break the routines of the world. The game is a puzzle of routines, and Link must find a way to break them.

FLOWER JUMP

Link must find a way to break the routines of the world. The game is a puzzle of routines, and Link must find a way to break them.

THE LEGEND OF ZELDA: MAJORA'S MASK, RELEASED OCTOBER 2000, NINTENDO

Following on the heels of Ocarina of Time by just two years, Majora's Mask was a sweet surprise for Zelda fans. Instead of Hyrule, players found themselves in the alternate world of Termina, where the moon was slowly falling out of the sky due to the Skull Kid's mischief. The unique story impacted gameplay in a significant way as players repeatedly experienced the three days preceding the disaster as they attempted to prevent it from taking place. In each subsequent *Ground Hog Day*-esque do-over, more clues had to be uncovered and appropriate steps taken. Majora's Mask was one of a handful of titles that required the N64 Expansion Pak—extra memory that was plugged into a port on the top of the console.

PAPER MARIO™

The Mushroom Kingdom is in chaos with Bowser on the rampage in Nintendo's Paper Mario, from Intelligent Systems. Join Mario as his new N64 adventure unfolds.

THE SPIRIT SEARCH BEGINS

Bowser's control over the land comes from his possession of the Star Rod. While stealing the wish-granting wand from Star Haven, King Koopa kidnapped its keepers, the Star Spirits, and scattered them to the corners of the kingdom. Banned by Bowser from Princess Peach's Castle, Mario must begin his search for the Star Spirits in friendly Goomba Village.

Get the Hammer

After you visit Goomba's village for the second time, you'll find a place where you can search for the Hammer.

GOOMBA VILLAGE

Confront the King

Down the road from Goomba Village, you'll find King Goomba and the Red and Blue Goombas. They're not the Goombas you're looking for, but they'll help you get the Hammer.

LEVEL UP

You'll earn Star Points from victory in battle. With every 100 Star Points that you earn, you'll rise up to a new level with the option to increase your maximum Heart Points, Flower Points or Badge Points. It's good practice to start with a Heart Point increase.

Battle Makes You Stranger

You'll level up quickly in the first few chapters of the game. You'll probably even find your Heart Points up first, then your Flower Points, and then your Badge Points. You'll find them hidden in the color categories, so the choice is yours.

TREASURE COLLECTION

Star Pieces are scattered throughout the kingdom. There are two in all. By collecting them, you will have what Merlow wants in exchange for his power-giving Badges. Your Star Piece search will accelerate when you acquire the Super Boots.

Hidden Treasures

Seventy Star Pieces are hidden in kingdom paths. Nearly half of these are located in the Star Haven and the Star Haven. Search for them to make them surface.

Valuable Gifts

You'll receive Star Pieces in exchange for items or letters from Parakarry. Check the items and letters for their value.

BADGE POWER

Badges can help you develop enemy-defeating strategies. Many Badges work well in combination with others, especially those relating to attack and defense power. Boost your Badge Points when you level up to maximize your Badge-carrying capacity.

Badge Bounty

Badges are good finds in the remote areas of the Mushroom Kingdom. You can discover many in dead ends, treasure chests and red blocks.

Badge Exchange

Merlow, at Star Haven, Star Haven, and Star Haven, both offer a selection of Badges. Merlow asks for Star Pieces. Star Haven asks for Star Pieces. Star Haven asks for Star Pieces.

HELP FROM YOUR FRIENDS

Eight fellow travelers join you on your spirit-search quest. Many of them can help you overcome obstacles, and all of them offer battle assistance with fighting moves and special defenses. When you find Super Blocks, you can promote your party members to Super-Rank or Ultra-Rank, boosting up their attack power and giving them new battle tactics. Take note of the abilities of your party members and use them when the situation calls for their special talents.

GOOMBA The young Goomba has knowledge beyond his years. He can use his knowledge to help you in battle. He can also help you in battle.	KOOPER By taming the Shell, Kooper can restore items and power to you. He can also help you in battle.	BOMBETTE The explosive help of Bombette can help you to break through weak walls and rocks. Her Bomb and Bomb can also help you in battle.	PARAKARRY Mail-carrying Parakarry can give you a lot of help. His high-flying attacks, including the powerful Shell Bomb, can also help you in battle.
POW Lucky Pow can give you a lot of help. He can also help you in battle.	WATT By saving Watt from a battle in the Star Haven, you can get a lot of help. He can also help you in battle.	SUSHIE Sushie is a Cheep Cheep with water-angry water attacks and great swimming skills. She can take you across large bodies of water and even help you find treasure.	LAKESTER The Lakitu user calls himself Spike. He'll give you a lot of help. He'll also attack your enemies with Spike's and gusts of wind.

PAPER MARIO, RELEASED FEBRUARY 2001, NINTENDO

Paper Mario is the first in what was to become a series, but it descended from Super Mario RPG; when Paper Mario was first shown at Nintendo's Space World expo, the game was entitled Super Mario RPG 2. Developed by Intelligent Systems, Paper Mario utilized RPG elements such as turn-based battles as well as traditional Mario actions like jumping and bopping enemies with a hammer. It was one of the last significant games to be created for the Nintendo 64.

VOLUME 141, FEBRUARY 2001



GAME BOY ADVANCE

AT SPACE World 2000, just minutes before Nintendo took the wraps off the Nintendo GameCube, Nintendo introduced the world to the Game Boy Advance (GBA)—the handheld successor to the Game Boy and the Game Boy Color. With 32-bit processing power capable of producing graphics equal to those of Super NES titles and even some Nintendo 64 games, the GBA was a great technological leap forward, but backward compatibility with the Game Boy and the Game Boy Color kept the game libraries of those earlier systems alive, as well. Game Boy Advance had one foot in the future and one in the past. It could connect to the Nintendo GameCube and even serve as a controller for some GameCube games, but it reproduced the winning traits that had made the Game Boy such a phenomenal success for so many years: it was small, power-efficient, linkable, easy and inexpensive to program for, and it had a big library of games from the start. Although Nintendo's third pillar—the Nintendo DS—would launch just three years after the GBA, the GBA would become one of the best-selling video game systems of all time.

The GBA was such a monumental success that Nintendo Power decided to publish a quarterly publication dedicated to strategy coverage of GBA games. That decision was due in part

to one of the great shifts in gaming that occurred during the GBA's heyday; developers began churning out handheld RPGs! Handheld titles during the long Game Boy period were often fairly short action games or puzzles, many of them targeted at a young audience and most of them designed to be played for short periods of time. But the more powerful GBA was quite capable of handling sophisticated, in-depth, long-lasting games, and before long the biggest franchises in the RPG world—Final Fantasy, Dragon Quest, Fire Emblem, Breath of Fire—migrated to the small screen, and stunning new franchises debuted, including Golden Sun and Advance Wars. When the GBA got a smart, compact redesign in the form of the Game Boy Advance SP in 2003, the stage was set for handheld games to make their way into more pockets than ever before.

NORTH AMERICAN RELEASE
June 2001

GLOBAL SYSTEM SALES 81.38
Million (as of September 2008)

GLOBAL SOFTWARE SALES 377.13
Million (as of September 2008)

KEY FEATURES Portable video game system, 32-bit processing, color screen, Game Boy and Game Boy Color backward compatibility, Nintendo GameCube-to-GBA cable connectivity, GBA-to-GBA cable connectivity, Game Pak media (battery backup available)

GAME BOY ADVANCE DEBUT

During the Game Boy's long reign, Nintendo's home video game consoles had gone through two generations (Super NES and N64) and were moving on to a third (GameCube), so if portable gaming was going to keep pace, Game Boy Advance had a lot of catching up to do. The difference in graphics between the 8-bit

Game Boy and the 32-bit GBA was eye-popping, as was the impressive forecast of games given at the GBA's Space World unveiling. Advance Wars, Bomberman, Castlevania, F-Zero, Fire Emblem, Golden Sun, Mario Kart, Mega Man, Tactics Ogre, and Wario Land were all on that early list.

VOLUME 137, OCTOBER 2000



GAME BOY ADVANCE PREVIEW

At the time of the GBA's Japanese launch, Nintendo Power reported that 300 development teams were already working on new games for the fledgling system. Part of the big news from Nintendo was that an updated version of Super Mario Bros. 2—entitled Super Mario Advance—was going to be ready for launch.

VOLUME 145, JUNE 2001



SUPER MARIO ADVANCE, RELEASED JUNE 2001, NINTENDO

Mario instantly found a comfortable new home on the GBA. Super Mario Advance offered Mario Bros. Classic (including a multiplayer mode for up to four players) in addition to the updated single-player Super Mario Bros. 2. Later Super Mario Advance series offerings included updated versions of Super Mario Bros. 3, Yoshi's Island, and Super Mario World, and the Classic NES Series brought the original Super Mario Bros. to the GBA. Although the system never received an original Super Mario Bros. platformer, it did host the new Mario & Luigi RPG series featuring Brooklyn's most famous plumbers.

VOLUME 143, APRIL 2001





MARIO KART: SUPER CIRCUIT, RELEASED AUGUST 2001, NINTENDO

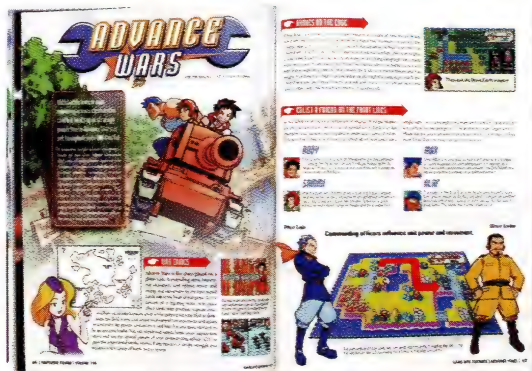
A Mario Kart game didn't appear on a handheld system until the GBA was released, but the Game Boy Advance was perfectly suited to fast-paced kart action. Super Circuit was developed by Intelligent Systems, and it included Vs. and Battle modes for four players and a ghost swap feature for sharing top times with a linked player.

VOLUME 147, AUGUST 2001

ADVANCE WARS, RELEASED SEPTEMBER 2001, NINTENDO

Intelligent Systems, which established a reputation as one of the best strategy-game developers with its Fire Emblem series, brought tactical gaming into the modern era with the brilliantly conceived and beautifully executed Advance Wars, which spawned sequels on the GBA and the Nintendo DS, as well as the Battalion Wars off-shoot for GameCube and Wii.

VOLUME 148, SEPTEMBER 2001



GOLDEN SUN, RELEASED NOVEMBER 2001, NINTENDO

Nintendo produced a gorgeous and engaging RPG for GBA. Golden Sun introduced unique magical creatures known as Djinn that modified the capabilities of the characters to which they were assigned. This original game was closely linked with its 2003 sequel, Golden Sun: The Lost Age, in which players took on the role of the antagonists from the first Golden Sun.

VOLUME 149, OCTOBER 2001



NINTENDO POWER ADVANCE

Nintendo Power Advance didn't last long—just one year—but the decision to publish a quarterly special issue focusing on GBA mini strategy guides reflected the depth of the games that were being released for GBA.

VOLUME 1, 2001



THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS, RELEASED DECEMBER 2002, NINTENDO

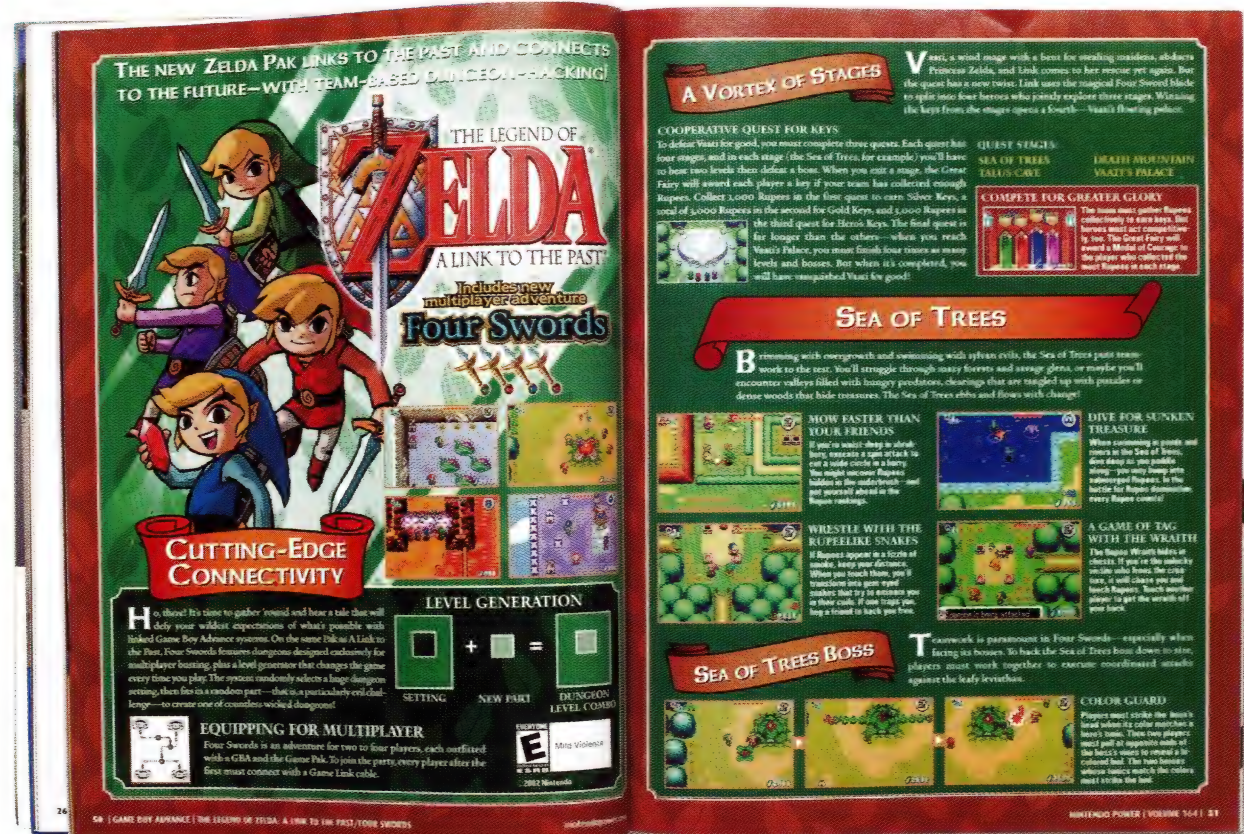
Any Zelda title is a big deal in the gaming world, but when you combine one of the greatest single-player adventures in the series (A Link to the Past, which first appeared on the Super NES) with an addictive new multiplayer game, that's huge. Four Swords accommodated up to four players, and it adjusted puzzle requirements to reflect the number of players connected. When a player completed Four Swords, a new dungeon opened in A Link to the Past, so there was a real inducement to link up with some friends. Pardon the pun!

VOLUME 164, JANUARY 2003

SONIC ADVANCE, RELEASED FEBRUARY 2002, THQ

It was a milestone when Sega's Sonic the Hedgehog sprinted through his own adventure on a Nintendo platform. Sonic Advance brought one-time rivals Sega and Nintendo together for the first time, initiating a relationship that has grown stronger over the years and has even brought mascots Sonic and Mario together in several games.

VOLUME 153, FEBRUARY 2002



e-READER ACCESSORY

Utilizing a technology similar to that employed in barcode readers, the e-Reader for Game Boy Advance read coded information from specially printed cards that contained a wide range of gaming information. Some of the e-Cards contained entire games, such as Donkey Kong 3-e, but there were also e-Reader trading cards, such as special Pokémon-e Expedition (Pokémon Trading Card Game) cards that contained Pokémon-related extras.

VOLUME 168, MAY 2003



GAME BOY ADVANCE SP, RELEASED MARCH 2003

The Game Boy Advance SP (SP stood for Special) replaced the somewhat awkward horizontal layout of the original GBA with a compact clamshell design reminiscent of a laptop computer. When open, the GBA SP was about the size of the old Game Boy Color. The sophisticated design was available in a number of colors, including a limited golden Zelda edition imprinted with a Triforce on its case.

VOLUME 168, MAY 2003



BOKTAI: THE SUN IS IN YOUR HAND, RELEASED SEPTEMBER 2003, KONAMI

Konami's vampire-hunting adventure would be considered a fun game even if Hideo Kojima (father of the Metal Gear series) hadn't come up with the brilliant and creative idea to incorporate a light sensor into the game pak to measure how much energy could be restored to your solar vampire shooter, the Gun Del Sol. This gameplay element forced players to spend time outside soaking up some rays—if not for their own health, at least with the laudable intention of destroying vampires.

VOLUME 172, SEPTEMBER 2003



MARIO & LUIGI: SUPERSTAR SAGA, RELEASED NOVEMBER 2003, NINTENDO

With a nod to Super Mario RPG, the Mario & Luigi: Superstar Saga development team created a unique RPG that placed a premium on skill and timing to get the most out of an attack. The gameplay was engaging enough to demand a sequel (Mario & Luigi: Partners in Time for Nintendo DS), but the game's hilarious dialogue was just as big a reason for Nintendo fans to give it a whirl.

VOLUME 175, NOVEMBER 2003



FINAL FANTASY I & II: DAWN OF SOULS, RELEASED NOVEMBER 2004, NINTENDO

The first two Final Fantasy RPGs appeared together in a single GBA game pak that included four new dungeons and some minor additions and changes to the games that had first appeared on the Famicom in Japan. Although Final Fantasy had been released for the NES, the game that North American fans knew as Final Fantasy II was Final Fantasy IV in Japan. The Final Fantasy II that was part of Dawn of Souls was new to North American Nintendo gamers.

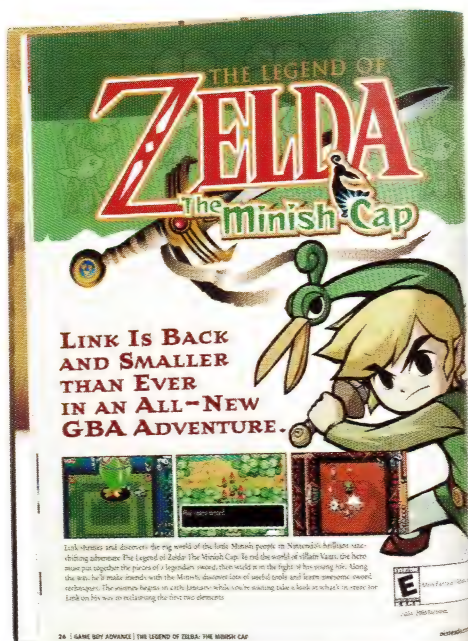
VOLUME 187, JANUARY 2005



THE LEGEND OF ZELDA: THE MINISH CAP, RELEASED JANUARY 2005, NINTENDO

Link's original GBA adventure explores the tiny world of the Picori, whom Link must help in order to save Princess Zelda from Vaati. The Minish Cap reflected story and game elements introduced in Four Swords and The Wind Waker, but it also contained new components, such as the Kinestones and Ezlo.

VOLUME 188, JANUARY 2005





NINTENDO GAMECUBE

PROGNOSTICATORS OF doom seldom consider the big picture: Nintendo's recent history is a case in point. During the Nintendo GameCube's lifetime, many industry observers took a cursory glance at home video game console sales and proclaimed Nintendo to be on the way out. The GameCube (GCN) was claiming a smaller piece of the gaming pie than past Nintendo systems. The Big N, some believed, should morph itself into a software publisher, following in the footsteps of Sega. But such extreme measures would have been short-sighted in light of several positive trends, such as Nintendo's continuing profitability thanks to first-party software sales and the ongoing success of its handheld systems. Another of Nintendo's strengths has been its ability to design hardware to fit the needs of innovative games; had the company abandoned its platform-maker status, it would have given up control of its ability to innovate fully, and that would truly have been a tragedy.

Nintendo's experience with the N64 led to several important changes for GameCube. Even though the GameCube's discs held less data than those for the Xbox and the PlayStation 2, they were adequate for most games, and they were both less expensive and faster to produce than game paks had been. Less noticeable but even more important was the fact that the

GameCube was built with developers in mind. The console was both powerful and friendly, and the result could be seen at launch; whereas the N64 launched with a small handful of titles, GameCube had a dozen. Even so, Sony's PlayStation 2 had a one-year jump on both Nintendo and Microsoft in this generation, and given Sony's already-considerable library and strong third-party support, the only way Nintendo could stand out from the crowd was with exclusive games; most of the best-sellers for GameCube were developed by Nintendo, but there were third-party winners, too.

In the early years of the 21st century there were many indications that Nintendo was shifting its focus. (That

shift would eventually lead to the wild success of Wii.) Nintendo's brass believed taking part in a three-way race to produce ever-more-powerful processors was a losing proposition. As the company's new president, Satoru Iwata, often suggested, power alone did not result in better games, and the pursuit of more realistic graphics was reaching a natural conclusion as proces-

sors across the board were becoming capable of producing lifelike 3-D imagery. One clue to Nintendo's evolving philosophy could be seen in the design of the GCN controller. The oversized A Button was a critical design element; it was intended to be the primary interface for player-game interactions—a single, often context-sensitive control that would be easy for new gamers to learn. Whereas everything about the PlayStation 2 and the Xbox was aimed squarely at teenage, hardcore gamers who loved the complexity of multibutton controllers and the bragging rights that came from mastering challenging games, Nintendo was beginning to see that there might be a world beyond that. After all, Mr. Miyamoto's magical garden was meant for everybody to enjoy.

NORTH AMERICAN RELEASE
November 2001

GLOBAL SYSTEM SALES
21.7 Million (as of March 2008)

GLOBAL SOFTWARE SALES
208.5 Million (as of March 2008)

KEY FEATURES Home video game console, disc-based media, Nintendo GameCube-to-GBA cable connectivity, four controller ports, WaveBird wireless controller



NINTENDO GAMECUBE'S DEBUT

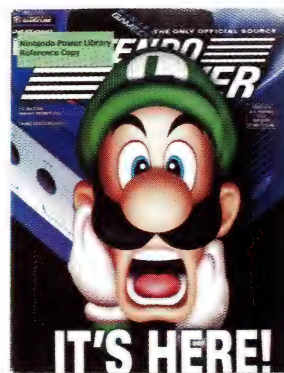
The GameCube's official unveiling occurred at Nintendo's Space World event near Tokyo a little more than a year prior to the system's launch in North America. The compact design and colorful case were meant to appeal to the Japanese consumer, and the unit's handle suggested that the GCN could be transported easily, say to a friend's home for a multiplayer match. The Game Boy Advance debuted at the same time, and much was made of its connectivity to the GameCube. But the big show-stopper was a demo of a work-in-development, a less-cartoonish Link in what was said to be the next Legend of Zelda title.

K VOLUME 137, OCTOBER 2000

THE PERFECT GAME SYSTEM

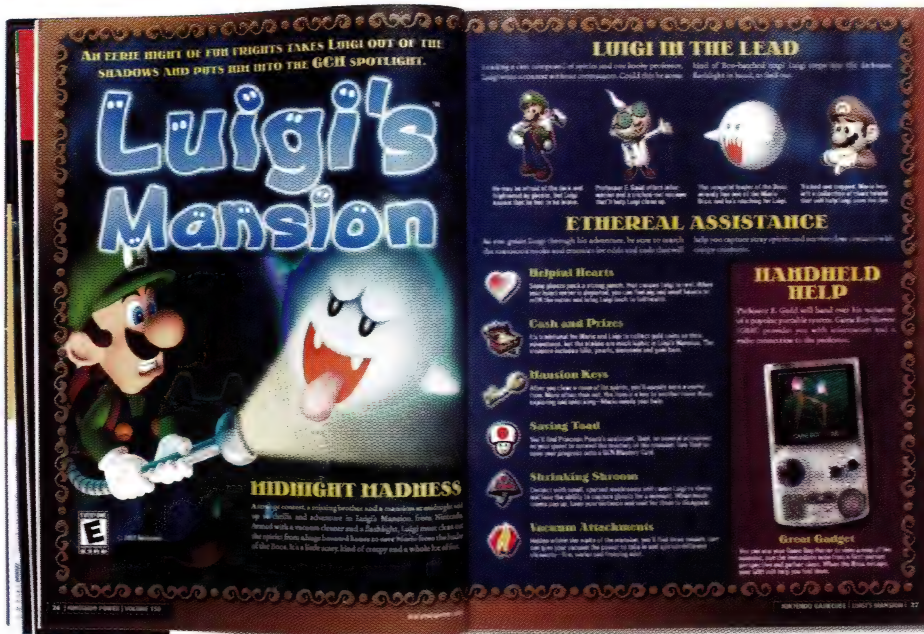
In retrospect, the GameCube wasn't perfect—few things ever are—but Nintendo Power should be excused its editorial excitement. After all, the new console seemed to address all the criticisms of the N64: the technology was very good, the discs were a smart compromise that allowed for security while expanding game size, the controller was sweet and the WaveBird wireless controller was truly brilliant, and third-party developers were going to love it. It didn't turn out to be the smash hit that Wii would become a generation later, but GameCube was home to many classic must-have games.

VOLUME 147, AUGUST 2001



LUIGI'S MANSION, RELEASED NOVEMBER 2001, NINTENDO

With Super Mario Sunshine a few months down the road, Luigi's Mansion was intended as the "Mario" game that would help boost the GameCube's launch. Like Super Mario 64 and Super Mario World had done for previous Nintendo systems, Luigi's Mansion showcased some of the new console's graphical razzle-dazzle and made great use of the GameCube's new controller.



VOLUME 150, NOVEMBER 2001

SUPER SMASH BROS. MELEE, RELEASED DECEMBER 2001, NINTENDO

With more characters, modes, and trophies than the original Super Smash Bros., an orchestral soundtrack, and perhaps the best multiplayer fighting action ever, it's little wonder that Super Smash Bros. Melee kept selling for years, making it the all-time best-selling GCN game. Its popularity made it the focus of a number of major gaming tournaments, with winners taking home cash prizes.

VOLUME 151, DECEMBER 2001



PIKMIN, RELEASED DECEMBER 2001, NINTENDO
Pikmin is the most literal expression to date of Mr. Miyamoto's "magical garden" gaming experience. It literally takes place in a garden, and you see the world at the scale of an insect. The game makes use of resource-management, strategy, action, and puzzle elements to create a novel experience. A sequel—Pikmin 2—was released almost three years later, with more Pikmin varieties and improved play.

VOLUME 152, JANUARY 2002



SONIC ADVENTURE 2 BATTLE, RELEASED FEBRUARY 2002, SEGA

Sonic's appearance on the GameCube was big news in 2002, but a hidden game feature made Sonic Adventure 2 Battle even more significant: players could link their Game Boy Advance to their GameCube and download a Chao to play with on GBA in a sort of mini-game called Tiny Chao Garden. It was one of the first intriguing applications of GBA-to-GameCube connectivity.

VOLUME 154, MARCH 2002



SUPER MARIO SUNSHINE, RELEASED AUGUST 2002, NINTENDO

Mario may have gone on vacation on Super Mario Sunshine's Isle Delfino, but players had their work cut out for them tracking down Shadow Mario. Sunshine introduced a new world to the Mario series, and new mechanics such as dousing enemies with the FLUDD water sprayer. Unlike its predecessor in the series—Super Mario 64—Super Mario Sunshine didn't establish a new paradigm. Rather, it cemented the reputation Nintendo had for producing exceptional games.

K VOLUME 160, SEPTEMBER 2002

METROID PRIME, RELEASED NOVEMBER 2002, NINTENDO

Nearly a decade had passed since a Nintendo home console had hosted a new Metroid adventure. Metroid Prime—created by a newly organized developer called Retro Studios with oversight from Nintendo—took the series in a new direction from its side-scrolling predecessors, and in so doing originated a new Metroid series. Metroid Prime's first-person perspective (with relevant game information displayed on Samus's visors) coupled with the familiar exploratory elements of earlier Metroid games proved popular with series fans and game critics. Two sequels followed to complete the "Prime" storyline, the most recent being Metroid Prime 3: Corruption for Wii.

VOLUME 163, DECEMBER 2002

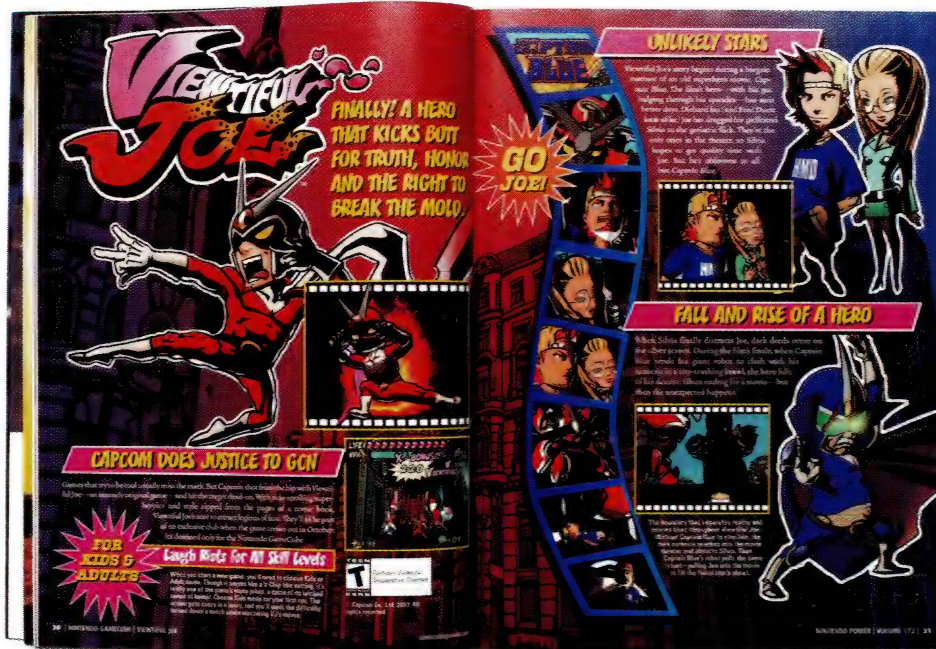




THE LEGEND OF ZELDA: THE WIND WAKER, RELEASED MARCH 2003, NINTENDO

R VOLUME 168, MAY 2003

When the cel-shaded, highly stylized graphics for The Wind Waker were first revealed to the world, hardcore gamers were shocked. For several years they had been given sneak peeks of the GameCube Zelda title and its realistic graphic style. Link, it seemed, had finally grown up. Although the new graphics allowed for a better display of characters' emotional states, some reviewers and players never got over the shock. That was too bad for them, because the game was a worthy addition to the exalted Zelda franchise. In the end, it was such a success that The Legend of Zelda: Phantom Hourglass for DS was developed as a direct sequel to carry on the story and the beautiful graphic style.



VIEWTIFUL JOE, RELEASED OCTOBER 2003, CAPCOM

Viewtiful Joe was a tongue-in-cheek parody of video games and Hollywood that delivered a challenging and exhilarating experience. But Capcom's platformer was something more than that; it marked the beginning of a return to the Nintendo fold for many third-party publishers. Exclusive releases like Viewtiful Joe were a proclamation that the GCN was worthy of investment and that it was a home for gaming innovation. For the Nintendo faithful, that was a welcome message.

R VOLUME 172, SEPTEMBER 2003

SOUL CALIBUR II, RELEASED AUGUST 2003, NAMCO

The GameCube version of Namco's sword-fighting Soul Calibur II triumphed in sales over the PlayStation 2's version by virtue of one character—Link. Link's appearance reminded the industry and fans that Nintendo's franchise characters were a force to be reckoned with.

VOLUME 172, SEPTEMBER 2003



ANIMAL CROSSING, RELEASED SEPTEMBER 2002, NINTENDO

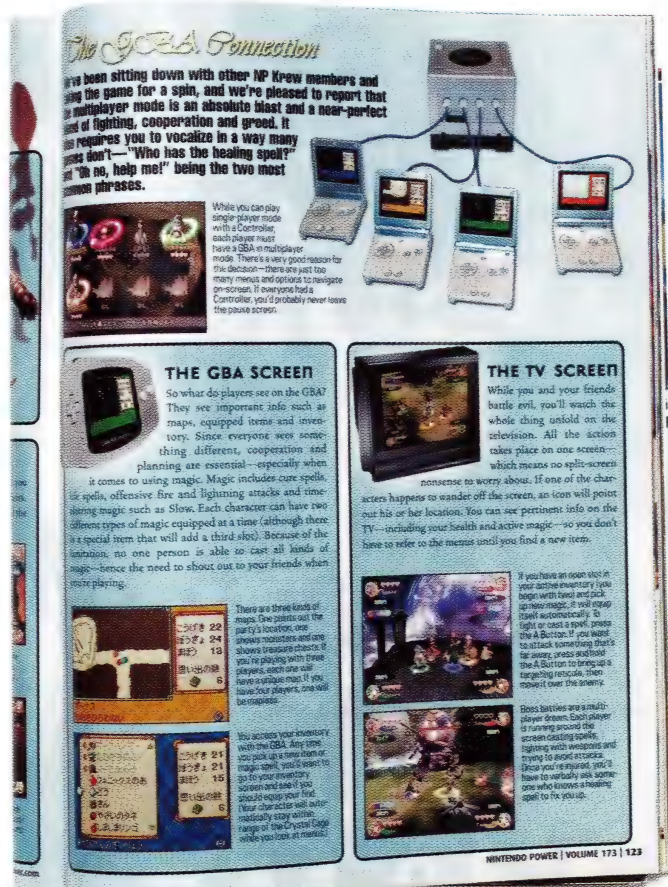
Takashi Tezuka of Nintendo's EAD development team wanted to introduce a new form of social interaction in what he called a "communication" game. The result was Animal Crossing, a social simulation in which players took up residence in a charming village inhabited by quirky animal characters. As many as four players could move into a village, decorate their houses, and send messages and gifts to each other—hence the communication aspect. And the animals were endowed with such rich personalities that "communicating" with them (although conversations were a bit one-sided) was a completely captivating experience.

VOLUME 172, SEPTEMBER 2003

FINAL FANTASY CRYSTAL CHRONICLES, RELEASED FEBRUARY 2004, SQUARE ENIX & NINTENDO

Square Enix's Final Fantasy franchise returned to Nintendo consoles with this innovative offshoot of the series. Crystal Chronicles featured action battles and connectivity with the Game Boy Advance. Up to four players could connect their GBAs to the GameCube to participate in the game's multiplayer co-op mode.

VOLUME 173, OCTOBER 2003



Is it possible to improve on perfection? Yes. In 1998, Hideki Kojima came out with a game that blew everyone away with a slick combination of perfect game play and an incredible story. Now, five years later, *Metal Gear Solid* is resurfacing on the Nintendo GameCube. Developed by Konami and Silicon Knights (the creators of *Eternal Darkness*), and featuring new strategic elements, improved graphics and completely reshot cinema scenes, *Metal Gear Solid: The Twin Snakes* promises to be the greatest *Metal Gear* game ever.



The storyline of **MSS TTS** has more twists and turns than a country road. Every time you think you know it, it's changed. Another surprise has you

Kid Sister, the band of Mervyn Dineen. The band
Knockin' on Heaven's Door, the band of the most famous and successful
Knockin' on Heaven's Door, the band of the most famous and successful

48 | NINTENDO GAMECUBE (MARIO GAME DUEL: THE TWIN SWORDS)

The climax of *MSK-15* unfolds in a plain, cold, windowless interior, deep in the Alaskan wilderness. Cabled back from years of isolation, a communications technician, an *MSK-15* resident, is present in case a group of terrorists take over a secret military base. Deep inside the heart of the tundra is a machine called *Metax Unit One*—a walking, breathing machine with the ability to learn, to think, to feel. It is the only man-made thing at a moment's notice. As *MSK-15*, you must master the facility and stop the terrorists, no matter what the price.

the secretaries, known as CSE, HOUNSLEY and Satchell's former unit and a splinter group of the US military from whose ranks it pulled recruits, made of the 100-HOUNSLEY members has its on their own specialty. In addition to the secretaries, you'll meet a lot of other characters. Both good and bad. All of them are complex, well-developed and memorable characters.

Now it's north, right and then your way through the maze of hand-cut rope-work sections. Whether breaker is crawling through a mousetrap alive, using a high-necked rescue device or taking down foes in a no full-throated shape, and the action in *MGS-2* is without parallel. The game really heats up during the boss fights, in which Solid Snake takes on the monstrous FOX HOUND Sargeant, and the world will be safe from madame Snake. Fail, and the result will be the catastrophic.

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MUSTARD POWER | VOLUME 174 | 65

More evidence of good things to come for Nintendo was seen in NP's preview of *Metal Gear Solid for GameCube*. Although the stealth action game revisited the plot and locations of the original *Metal Gear Solid*, the development teams at Silicon Knights and Konami added new cut-scenes, overall graphical improvements, and some gameplay elements borrowed from *Metal Gear Solid 2: Sons of Liberty*.

VOLUME 174,
NOVEMBER 2003

WarioWare: Mega Party Game\$! combined many of the minigames first seen in the GBA's WarioWare: Mega Microgame\$! with all-new four-player party games. The series has since made successful transitions to both Nintendo DS and Wii.

VOLUME 180, JUNE 2004 →



THE LEGEND OF ZELDA
THE WIND WAKER

THE LINK TO A BLAST

SAVE HYRULE IN SINGLE-PLAYER MODE

MAP KEY

WHEREABOUTS OF THE WIND


WINDFALL ISLAND

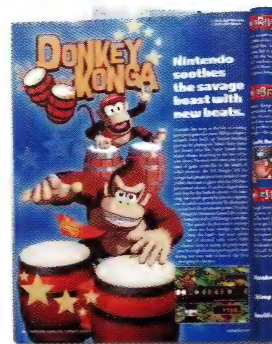
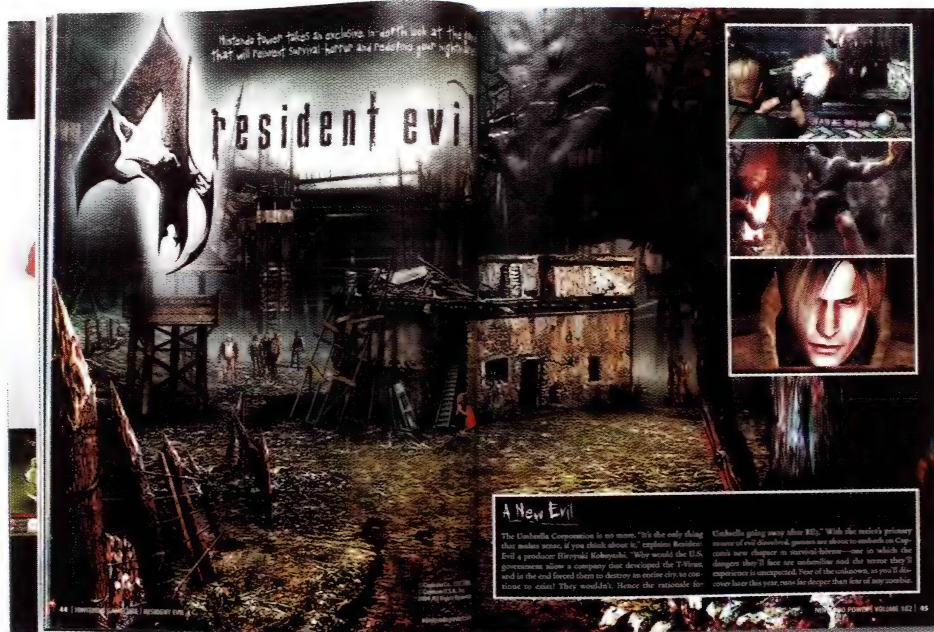
WINDFALL SALPIERA

Multiplayer cooperative gaming reached its zenith on GameCube with *Four Swords Adventures*. The Hyrulean Adventure mode allowed up to four players to join in traditional Zelda gameplay, wielding swords, collecting Rupees, solving puzzles, and so forth. Like *Final Fantasy Crystal Chronicles*, the game's four-player mode was controlled with GBAs taking the place of GameCube controllers.

VOLUME 161, JULY 2004

RESIDENT EVIL 4, RELEASED JANUARY 2005, CAPCOM

Long anticipated, and generally regarded as one of the finest examples of the survival-horror genre and the Resident Evil series, RE4 implemented a new control scheme that emphasized quick player reactions over dramatic camera angles and resulted in more of a true third-person shooter feel than previous RE games. A Wii version of RE4 was released in 2007 with a new Wii control scheme and some additional scenes. Contrary to what some pundits reported, the GameCube was clearly not lacking in grit. **VOLUME 182, AUGUST 2004** 



DONKEY KONGA, RELEASED SEPTEMBER 2004, NINTENDO

The DK Bongos drum controller packaged with Donkey Konga was a sign of things to come. The game was driven by the realization that controllers are the gateway to experiencing a video game, and that some games—or perhaps *most* games—might be better served with a custom control interface than by mapping their controls to a standard set of buttons and control pads.

VOLUME 184, OCTOBER 2004 

KILLER7, RELEASED JULY 2005, CAPCOM

If the general perception of the GameCube was that it was a game system for children, how does one explain the appearance of Killer7? Suda51's nightmarish vision and the game's mechanics were so unconventional that some players and reviewers just didn't get it. But for those who were willing to embrace the bizarre, Killer7 proved that creative game design was very much alive on the GameCube.



VOLUME 190, APRIL 2005 



NINTENDO DS

THERE'S NOTHING conventional about the Nintendo DS. Nintendo dubbed the DS its "third pillar" but "new foundation" might have been even more appropriate, because the handheld embodies the philosophy of inclusion and innovation that has driven both the DS and Wii to the forefront of the gaming and entertainment world over the past four years.

A common thread that has run through most of Nintendo's video game history is that the most important part of a game is not the character, the story, or the graphics, but the experience. The experience involves all those things, but it relies more than anything else on the game's interface—the mechanisms for conveying the player's wishes to the action taking place in the game world. The magic of the Nintendo DS is how it bridges the divide between human and machine, employing the sense of touch as well as those of sight and sound. In fact, the player's voice sometimes serves as part of the interface. The Nintendo DS offers developers so many tools with which to touch people that it inspires innovation like no other video game system—except, perhaps, Wii. Social experiences via Nintendo Wi-Fi Connection; simulations with true-to-life control schemes; even nongaming applications that teach you to cook, speak a language, play music,

or choose the right make-up have appeared for DS.

When Satoru Iwata first hinted at an upcoming Nintendo system, he mentioned that it had two screens. When the system's name was first revealed it was said that DS stood for both "dual screen" and "developer's system"—suggesting that it was both easy to program and full of creative potential. But until gamers actually experienced the gameplay firsthand, they didn't get it. It took the magic of petting a puppy, talking to an opponent in another city, stitching up an incision, and confronting a mystery in a village filled with puzzles; it took classic franchises to be reimagined and new genres to be born. And now, it seems, the world gets it. The Nintendo DS has changed the way we play games and the way we think about games. And maybe most importantly, it has changed who plays games, because today anybody you see on the street may well be a gamer.

NORTH AMERICAN RELEASE
November 2004

GLOBAL SYSTEM SALES 84.33
Million (as of September 2008)

GLOBAL SOFTWARE SALES 454.83
Million (as of September 2008)

KEY FEATURES Portable video game system, dual color screens (one touch-sensitive screen), DS stylus, microphone, Wi-Fi compatibility, Game Boy Advance backward compatibility, wireless Wi-Fi-to-DS wireless connectivity, DS-to-DS wireless connectivity, sleep mode, Game Card media



NINTENDO DS AT E3

Dual screens, touch control, Wi-Fi networks, and connectivity! Innovation on this scale had never been seen at E3 (or for that matter anywhere in the video game world) before Reggie Fils-Aime (who would go on to become Nintendo of America's third president) held up the Nintendo DS for the first time to several thousand reporters, editors, bloggers, analysts, and guests at E3 2004. He described Nintendo's philosophy with a metaphor: "Do you want to go just a little faster down the same streets you've always driven? Or down a new road to places you've never seen before?" The Nintendo DS was set to map its own course.

VOLUME 182, AUGUST 2004



A Communication Revolution

...and the fact that the two groups of people have different attitudes toward the environment. The first group, the "green" group, is more concerned about the environment and is more likely to support environmental protection. The second group, the "brown" group, is more concerned about the economy and is more likely to support economic growth.

Is It Lunch Yet?

Man, this meeting
is taking forever

ME
SO HUNGRY

Where should
we eat lunch?

1990

For Your Eyes Only

Hand-drawn sign with a white background and a black border. The sign features a large black arrow pointing right at the top. Below the arrow, the text "Jude?" is written in a large, bold, black font. Underneath "Jude?", the text "no one's there" is written in a smaller, black font. To the right of "no one's there", the words "3-10" and "10-10" are written in a small, black font. Below the text, there is a large black arrow pointing left. Underneath the left arrow, the text "Which 1?" is written in a large, bold, black font. At the bottom of the sign, the text "There's a 5!" is written in a large, bold, black font. The sign is mounted on a wall, and a small portion of a person's head is visible in the top left corner.

Art of One-Upping

inspired the *Top Gun* where a war film goes to the beach. The movie is a war film, but it's also a beach movie. One of the most fun things that we've made up to do is tell stories—each from a different point of view. We're telling the story of the war, but we're also telling the story of the beach. We're telling the story of the war, but we're also telling the story of the beach. We're telling the story of the war, but we're also telling the story of the beach.

Black Chat

- **PhotoChat** leaps a super-thrust of back chat on top screen. You can scroll up to track comings and goings.
- **Enter**—yes, you can copy PhotoChat entry in your session, then modify it all sorts at hand.
- **The keyboard** offers fine-grained choices of characters, including a wide range of symbols and Japanese lettering. It finds lots of ways to say you want to be just typing.

A System in Touch with Gamers

[illegible]

Wireless Gaming Unleashed

0 1 2 3

TOUCHING IS GOOD

Nintendo Power's launch feature for the Nintendo DS touched on all the amazing features using examples both familiar (Madden NFL) and provocative (Feel the Magic: XY/XX) to explain just what it meant to reach out and connect with a game. Clearly the DS was full of potential waiting to be tapped, but only a few of the DS's first generation of titles exhibited the same fearless spirit as the hardware.

VOLUME 187, JANUARY 2005

SUPER MARIO 64 DS,
RELEASED NOVEMBER 2004,
NINTENDO

Nintendo couldn't have picked a bigger title to explore with its dual-screened wonder than Super Mario 64, which inspired virtually every 3-D action title that followed it. The handheld game included a multiplayer mode for up to four players, but its biggest innovations were in the main adventure, where players could control Yoshi, Mario, Luigi, and Wario—whichever was best suited to conquer a stage.

VOLUME 188, FEBRUARY 2005



MARIO KART DS, RELEASED NOVEMBER 2005, NINTENDO

As perhaps the most beloved multiplayer series of all time, Mario Kart was the perfect choice to demonstrate the power and fun of Nintendo Wi-Fi Connection play. Besides providing anytime, anywhere multiplayer action, Mario Kart DS offered one of the best Mario Kart experiences of the series. The map display on the bottom screen was a particularly useful feature. Mapping game environments on the second screen has turned out to be a terrific aid in many other games, as well, such as Castlevania: Dawn of Sorrow.

VOLUME 194, AUGUST 2005



VOLUME 196, OCTOBER 2005

ANIMAL CROSSING: WILD WORLD, RELEASED DECEMBER 2005, NINTENDO

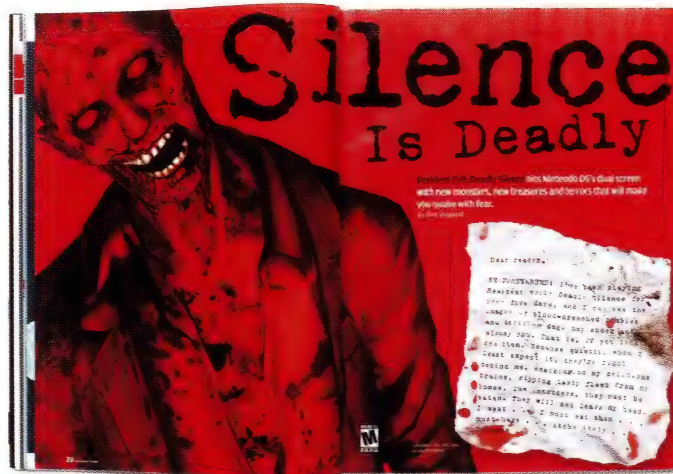
The Nintendo DS proved to be the ideal platform for the sequel to Animal Crossing. The often-awkward necessity of sharing your village with other people in the Nintendo GameCube game was largely eliminated by the ability to visit other villages in Wild World. Creating custom patterns to use for clothes, flags, and even sections of ground was made simple with the in-game paint editor, giving creative folks an extra reason to spend untold hours in their villages. But beyond the communication and creative aspects of Animal Crossing, it was a joy just to talk to the animals and become part of their quirky lives.

VOLUME 199, JANUARY 2006



NINTENDOGS, RELEASED AUGUST 2005, NINTENDO

Nintendogs may be the most important game Nintendo has ever published. It proved to the world (and to Nintendo itself) that the Nintendo DS really could attract a wider audience than other systems had, and that such an audience was big enough to drive a title to best-seller status. In many ways, Nintendogs was the first title to fully realize the power of the DS; not only did the cute pups enjoy your touch, but they also responded to your voice! On the heels of the Nintendogs series' success has sprung up an entire new genre of pet simulations, but none compare to the friendly original.



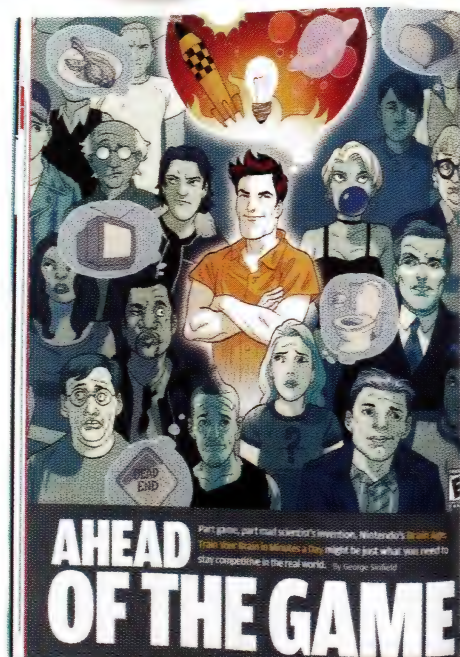
RESIDENT EVIL: DEADLY SILENCE, RELEASED FEBRUARY 2006, CAPCOM

The success of titles such as *Nintendogs* caused concern for some hardcore gamers who wondered if the world (or at least Nintendo) was abandoning them in favor of tame experiences. *Resident Evil: Deadly Silence* brought a bit of undead-driven terror to the DS and proved that Nintendo wasn't turning their backs on seasoned gamers.

K VOLUME 200, FEBRUARY 2006

BRAIN AGE: TRAIN YOUR BRAIN IN MINUTES A DAY!, RELEASED APRIL 2006, NINTENDO

Brain Age and its sequel have not only succeeded in both North America and Europe, but like *Nintendogs* the games have spawned an industry of copycats and created a new gaming genre. Perhaps no other titles better represent the broadening appeal of gaming to a larger audience of first-time players. In a way, the adventurous spirit that led to the creation of games like *Wii Sports* and *Wii Fit* can be traced back to the incredible success of *Brain Age*.



VOLUME 202, APRIL 2006 **7**↓



METROID PRIME HUNTERS, RELEASED MARCH 2006, NINTENDO

Nintendo Software Technology (NST) is Nintendo's development studio in North America, and the creator of *Metroid Prime Hunters*. The eagerly anticipated game was first seen by DS owners in a demo subtitled *First Hunt*. When the game finally released, players realized it had been worth the long wait. Not only did *Hunters* provide a traditional *Metroid Prime*-style first-person adventure, but it included the best multiplayer deathmatch available for a handheld system and it pioneered the use of voice chat between players using Nintendo Wi-Fi Connection.

NEW SUPER MARIO BROS., RELEASED MAY 2006, NINTENDO

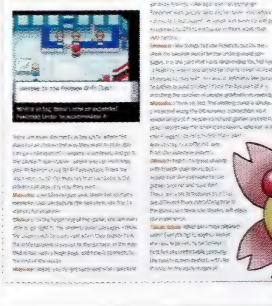
The first side-scrolling Super Mario Bros. game since Super Mario Land 2: 6 Golden Coins (1992) was a long time coming, but New Super Mario Bros. thrilled SMB veterans and it captivated a generation of gamers who had never played the game that started it all. New Super Mario Bros. also demonstrated how versatile the DS can be, exploiting both 2-D and 3-D graphic effects to create a look that is both modern and traditional. Like Super Mario 64 DS, New SMB included minigames and multiplayer modes that gave it greater replayability.



VOLUME 203, MAY 2006



66 We wanted to make it something that people sitting next to the player would become curious about, so they could ask that player if they could try it out." — Masahiro Sakurai



NINTENDO DS LITE, RELEASED JUNE 2006

Taking styling cues from the Game Boy Advance SP, the Nintendo DS Lite looked slimmer and more sophisticated than the original DS. It also delivered a much-improved gaming experience due to four levels of screen brightness that gave users the ability to adjust for any lighting situation. Other design tweaks, such as moving the power switch to the unit's right side, added to the user-friendly nature of the DS Lite.

VOLUME 205, JULY 2006



POKÉMON DIAMOND AND POKÉMON PEARL, RELEASED APRIL 2007, NINTENDO

The first all-new Pokémon RPGs since 2003's Pokémon Ruby and Sapphire versions, Pokémon Diamond and Pearl versions were met with great enthusiasm by Pokémon fans and DS owners who were new to the series. The plot involved Team Galactic and the legendary Pokémon Dialga or Palkia (available in Diamond and Pearl, respectively), but many of the features and most of the gameplay were familiar to fans. Added Nintendo Wi-Fi Connection features, however, brought the Pokémon series firmly into the DS era. In fact, the games had a stunning amount of connectivity; one could connect to Pokémon games from the GBA days, including Pokémon Ruby and Sapphire versions, Pokémon Emerald, and Pokémon FireRed and LeafGreen versions (if you'd earned the National Pokédex), and Pokémon Ranger as well as Pokémon Battle Revolution for Wii, and My Pokémon Ranch, which is available as a WiiWare title.

VOLUME 215, MAY 2007



COOKING MAMA, RELEASED SEPTEMBER 2006, MAJESCO

Titles such as Cooking Mama approach non-traditional gaming topics (cooking, surgery, courtroom drama), and in so doing bring the spice of variety to the DS library. Cooking Mama is particularly remarkable for taking what might seem to be a mundane activity and turning it into a compelling video game. All the stirring, chopping, and hectic pace of adding ingredients seems all the more impactful as translated through the touch-screen interface.

K VOLUME 215, MAY 2007

THE LEGEND OF ZELDA: PHANTOM HOURGLASS, RELEASED OCTOBER 2007, NINTENDO

Phantom Hourglass's story began shortly after The Wind Waker's ended. Link was still hanging out with Tetra and her pirate crew when they discovered a ghost ship and became separated. So began Link's second great seafaring adventure. EAD's use of the DS was masterful—players blew into the microphone to snuff a candle's flame, pressed the DS's clamshell casing closed to leave an imprint of an island on their map, and even engaged in a little multiplayer fun—but for all of its inventiveness, Phantom Hourglass was a rip-roaring adventure in the Zelda mold. It was a confident, mature exploration of the DS that may be the system's best title to date.

VOLUME 205, JULY 2006



NINJA GAIDEN: DRAGON SWORD, RELEASED MARCH 2008, TECMO

Team Ninja, led by Tomonobu Itagaki, wanted to bring famed ninja Ryu Hayabusa to a portable game system, and their desire to use a touch interface led them straight to the DS. In an interview with Mr. Itagaki in Nintendo Power, he reminded us that Team Ninja was announced as a DS developer early in the system's lifetime. The result of the developer's labors was a radically unexpected and graphically brilliant action game—one that was played with the DS held vertically instead of in the normal horizontal orientation. Ninja Gaiden: Dragon Sword was another example of how the Nintendo DS inspired creative approaches and innovation. With the upcoming North American release of Nintendo DSi adding a camera and other features to the DS toolchest, game developers may find even more inspiration.

K VOLUME 216, JUNE 2007



Wii

IN REAL life, whether you're throwing a bowling ball or slalom down a ski slope, you're using a variety of muscles and experiencing sensory feedback. Bowling and skiing feel nothing alike, but using traditional video game controllers you might be able to achieve both actions with a press of the same button. Through most of video game history, players have felt a degree removed from the experience in the games. The beauty of Wii is that you feel your interaction with the game, and when the controls are well built the virtual Wii activity actually feels like its real-world counterpart. You become part of the experience. That's why playing is believing when it comes to Wii. And it's why it was so important for Nintendo to include Wii Sports with the console so that everyone who had access to Wii would be able to experience it by engaging in a familiar activity—tennis, baseball, bowling, golf, or boxing. Pack-in games had added to the value and served as showcases for new Nintendo consoles in the past, but none had the impact of Wii Sports. More than any title in video

game history, Wii Sports has reached beyond a single demographic; it is Wii's ambassador to the world.

Not every game requires a novel interface experience, though, and designers who wish to create a traditional control scheme have all the required tools at their disposal on Wii. The Wii Remote and Nunchuk offer flexibility to developers and an unrestricted feeling for gamers. Of course, the interface isn't the only important part of a video game system. Wii offers a variety of experiences beyond gaming, and its Channels format is an easy-to-use avenue for exploring the world of Wii. Miis, for instance, were at first just fun characters you could create and trade and utilize in Wii Sports and Wii Play, but now more channels and games are using them to personalize game experiences. With Internet access, photo editing, slide shows, and the Wii Shop channel's library of hundreds of Virtual Console classics and new WiiWare offerings, you can customize and expand your Wii-centered entertainment options however you want to.

Wii is built for expansion, not just on the Web but through accessories that provide additional ways to interface with games. We've seen many excellent peripherals already: the Zapper, The Wii Wheel, the Wii Balance Board, and the Wii Speak microphone aren't just gimmicks; they're the means by which the system expands to provide developers with new ways to connect gamers to their gaming worlds. When you put all of this together, it's not so surprising that Wii has become a global success.

NORTH AMERICAN RELEASE
November 2006

GLOBAL SYSTEM SALES 34.55
Million (as of September 2008)

GLOBAL SOFTWARE SALES 229.85
Million (as of September 2008)

KEY FEATURES Home video game console, wireless motion-sensitive Wii Remote and Nunchuk controllers, Wi-Fi compatibility, GameCube backward compatibility, Virtual Console, Wii Channels, wireless Wii-to-DS connectivity

IT'S A REVOLUTION

At the 2005 Game Developers Conference, Mr. Iwata let slip several tantalizing details about the upcoming system that was then known as the Revolution. Although he didn't spill the beans about the system's revolutionary controllers, he talked about Virtual Console, WiiWare (although not using that name), Wi-Fi compatibility, and backward compatibility with the GameCube's smaller game discs. He also said that the console would take an entirely new approach to the interaction between console, TV, controller, and Wi-Fi.

VOLUME 193, JULY 2005



THE Wii REMOTE

After Satoru Iwata unveiled the Wii Remote and Nunchuk at the Tokyo Game Show in the fall of 2005, Nintendo Power sought out the developers who had been secretly working on Wii's first-generation titles to learn what they thought about motion-based control and the Wii experience. Bill Gardner, president and CEO of Eidos, summed it up nicely, saying, "The Revolution controller will make you feel like you're in the game. Not just playing the game. And there is a big difference."

VOLUME 200, FEBRUARY 2006

THE Wii EXPERIENCE

The adage "seeing is believing" holds true when it comes to watching people play Wii. Nintendo's research turned up a stunning fact: people who saw others playing an active Wii game were almost as excited by what they saw as the people who were *playing* the system for the first time. Even more amazing was research suggesting that almost everyone who either saw people playing Wii or tried it themselves wanted to own one. Those tidbits shed some light on why—even two years after its release—it can be difficult to find Wii systems in stores. The findings led Nintendo Power to show photos of people playing Wii games so that readers could get a sense of the active experience.

VOLUME 205, JULY 2006





VOLUME 206, AUGUST 2006

WII SPORTS, RELEASED NOVEMBER 2006, NINTENDO

People who had never dared pick up a game controller couldn't wait to get their hands on the Wii Remote and take a swing at a baseball or roll a bowling ball down a shiny virtual alley. *Wii Sports*, with its simple Mii-centric graphics and bare-bones presentation, so perfectly translated human motion into intuitive game control via the Wii controllers that people became immersed in the experience almost instantly. It was Wii's proof of concept, and it was an open invitation to everyone to come play. More than any pivotal title before it—*Super Mario Bros.*, *Super Mario 64*, or *Nintendogs*—*Wii Sports* changed the nature of gaming, and the video game world will never be the same.

METROID PRIME 3: CORRUPTION, RELEASED AUGUST 2007, NINTENDO

Nintendo Power spoke with Mark Pacini and Bryan Walker of Retro Studios, and Kensuke Tanabe of Nintendo one year prior to the release of *Metroid Prime 3: Corruption*. Even then the game was looking sharp, but it wasn't until later in the development process that *Corruption*'s Wii controls were finalized. The title has since been credited with having the best first-person control scheme ever on a console, and the game was a brilliant example of how hardcore games—in spite of many gamers' initial fears—would find a home on Wii.



THE LEGEND OF ZELDA: TWILIGHT PRINCESS, RELEASED NOVEMBER 2006, NINTENDO

Few games have gone through as many radical changes during their development as *The Legend of Zelda: Twilight Princess*. The game's spiritual beginning could be seen even before the Nintendo GameCube launched, in the realistic-looking GCN demo that everyone thought would be the next *Zelda* title. When *The Wind Waker*'s stylized, cel-shaded graphics were unveiled, it seemed as if that more realistic *Zelda* had evaporated. But Eiji Aonuma of Nintendo's EAD development group hadn't abandoned the idea of a more grown-up-looking *Zelda* experience. At first *Twilight Princess* was scheduled to be a GameCube-only title, but eventually it was released for Wii, with the GameCube version becoming available a month after the Wii version. Both versions were well received, but a few motion-based controls made for a truly balanced, beautiful, and stirring *Zelda* masterpiece.

WARIOWARE: SMOOTH MOVES, RELEASED JANUARY 2007, NINTENDO

Can you do The Elephant? How about The Samurai? Or The Sketch Artist? Or what about The Big Cheese? If you've gyrated, jumped, posed, and primped while playing WarioWare: Smooth Moves you know what I'm referring to. If not, you're probably at least a little bit curious. Smooth Moves takes hold of the Wii experience like few other games and explores myriad ways you can shake your booty, connect dots, and even do the unthinkable: drop your controller—gasp! (Be sure to have your wrist strap in place, as always.)

VOLUME 214, APRIL 2007



Wii CHANNELS

When Nintendo Power first began its dedicated coverage of Wii Channels, the focus was on Virtual Console titles. Almost two years later those titles are still making headlines, but the focus is turning to WiiWare's new content.

VOLUME 211,
JANUARY 2007

Mii, OH MY!

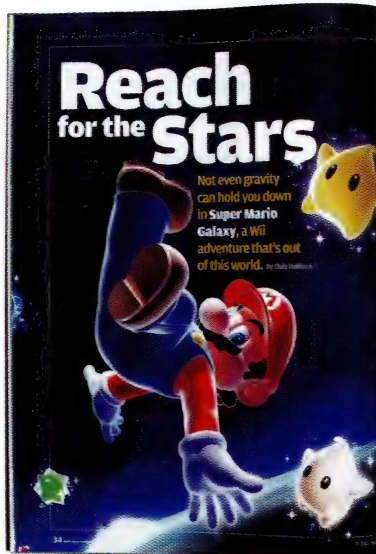
One of the simple joys of Wii is the Mii Channel, where anyone can create their own cartoony avatar by combining and tweaking preset features such as eyes, noses, mouths, lips, and so on. Whether you create a Mii in your own likeness, model it after a celebrity, or even conjure up a monster or alien, you can share your Miis and play with them in games such as Wii Sports and Wii Play. The Check Mii Out channel gives people the chance to share their Miis and enter them in popularity contests.

VOLUME 214, APRIL 2007

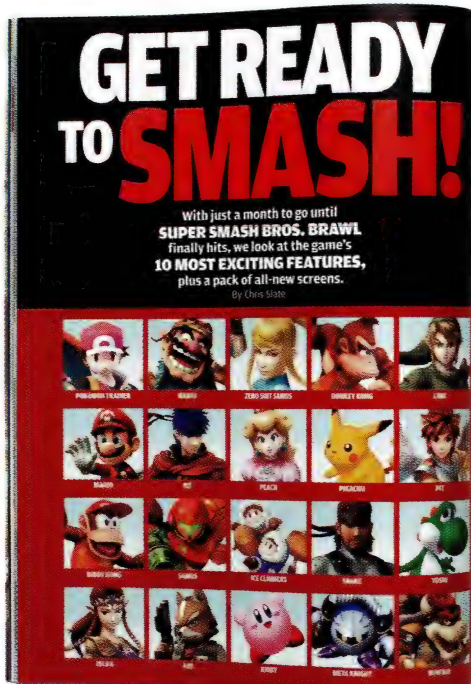


**SUPER MARIO GALAXY,
RELEASED NOVEMBER 2007, NINTENDO**

Mario literally went out of this world in his show-stopping Wii debut, *Super Mario Galaxy*. In his timeless quest to save Princess Peach, Mario visited dozens of galaxies, where he hopped from planet to planet and encountered puzzles, challenges, and enemies. The Wii Remote controlled Mario's Star Pointer, which allowed him (or Luigi if unlocked) to use Star Bits and Pull Stars. Special Mushrooms awarded Mario the use of the Bee Suit, the Spring Suit, and the Boo Suit, along with their helpful powers. The game's co-op mode gave a second player control of an additional Star Pointer to help Mario (controlled by the first player) to gather Star Bits. Created by EAD Tokyo, *Super Mario Galaxy* quickly became the best-seller everyone expected, and it has won numerous awards, including 2007 Adventure Game of the Year from the Academy of Interactive Arts and Sciences.



VOLUME 220, OCTOBER 2007



**SUPER SMASH BROS. BRAWL,
RELEASED MARCH 2008,
NINTENDO**

Announced at E3 2005, *Super Smash Bros. Brawl* quickly became one of the most anticipated Wii games. Masahiro Sakurai, the game's director, posted regular updates on a blog for months leading up to the game's release. The biggest revelation was that the dream of bringing together many of the gaming world's favorite characters—not just those from Nintendo games—would be realized in *Brawl*. Finally gamers could answer questions such as who would win in fight between Mario and Sonic.

VOLUME 222, DECEMBER 2007



NO MORE HEROES, RELEASED JANUARY 2008, UBISOFT

Goichi Suda (Suda51) of Grasshopper Manufacture has envisioned and directed some of the most imaginative video games in recent years, including titles such as *Killer7* for the GameCube and *Contact* for the DS. *No More Heroes* was the most intriguing of them all so far, combining free-roaming elements with hack-and-slash action. Nintendo Power's editor in chief, Chris Slate, described it like this: "Playing *No More Heroes* is like watching a Quentin Tarantino film—it's a visceral, over-the-top love letter to some of the director's favorite things." *No More Heroes* helps showcase the versatility of the Wii. Travis Touchdown isn't always swinging his Beam Katana; he rides a cool motorcycle, pushes a lawn mower for extra scratch, and collects coconuts. But when he does need to whack an assassin, swinging the Wii Remote to do the job is quite satisfying.

VOLUME 223, HOLIDAY 2007

SAMBA DE AMIGO, RELEASED SEPTEMBER 2008, SEGA

The rise of music-based games such as Samba de Amigo, Guitar Hero, and Rock Band are a testament to the power of immersive controller interfaces. Rhythm games lose something when the challenge is just exercising your thumbs. Samba de Amigo and Wii Music are two cases in point. Moving to the music—something most of us do naturally anyway—suddenly makes you a part of the musical experience of each of these titles. When you add in great tunes and colorful graphics the way Samba does, the game becomes a party just waiting to happen. **VOLUME 223, HOLIDAY 2007**



MEGA MAN 9, RELEASED SEPTEMBER 2008, CAPCOM

Capcom's Keiji Inafune (Mega Man's creator) described his reasons for releasing an all-new classic-style Mega Man title on WiiWare in a Nintendo Power interview: "Unfortunately, the simple fun of a classic Mega Man game doesn't fit into the grandiose and expansive world that the consumer gaming industry has become, and so you have to match the current expectations." He goes on to say, "And then Nintendo came out with WiiWare for distributing downloadable content, and I felt I had an opportunity to finally realize the dreams I had been keeping on the back burner for so long." Big or small, radical or classic, Wii has proven to be a natural fit for any gaming style. **VOLUME 231, AUGUST 2008**



ANIMAL CROSSING: CITY FOLK, RELEASED NOVEMBER 2008, NINTENDO

Wii was built with the knowledge that future games might be enhanced by the supplemental controllers. Wii Fit and the accompanying Balance Board are the perfect example of how powerful a Wii experience can be with the right controller. The Wii Speak microphone, which allows direct voice chat between Animal Crossing: City Folk players, not only adds a new dimension to communication-based games, but also presents new possibilities for developers who want to incorporate a player's voice into a game. **VOLUME 235, DECEMBER 2008**



Wii FIT, RELEASED JUNE 2008, NINTENDO

The Wii Balance Board sold with Wii Fit may resemble a bathroom scale, and although it is as adept as the scale at delivering the bad news about your weight, it also bears good news in the form of Wii Fit's fun activities that will help you burn a few calories. Wii Fit includes exercises, yoga training, games, a virtual instructor, and even the ability to chart your progress as you work out over weeks or months. As an accessory, the Wii Balance Board provides a great new control experience for a whole range of games, such as snowboarding and surfing, and creative developers will likely find a host of additional uses for it. **VOLUME 229, JUNE 2008**



VIRTUAL BOY, ARCADE GAMES, AND MORE

ALTHOUGH IT may seem as if Nintendo rose from the ashes of the video game bust of the early 1980s, the company had a long history in the entertainment business both in Japan and in North America. Prior to releasing home video game consoles, Nintendo experienced success with its arcade games and its handheld Game & Watch series. The Donkey Kong arcade game (released in 1981 and designed by Shigeru Miyamoto) is one of the most storied in gaming history, and in spite of the limited graphics and gameplay offered by Game & Watch, the dual-screened units were notable precursors of both the Game Boy and the Nintendo DS.

During the Nintendo Power era, two significant Nintendo video game systems were launched—one for arcades

and one for homes—but uncharacteristically for Nintendo each met with only limited success. Nintendo Power reported on both the Ultra 64 arcade system and the Virtual Boy during their active lifetimes, so we would be remiss to not mention them in this special edition.

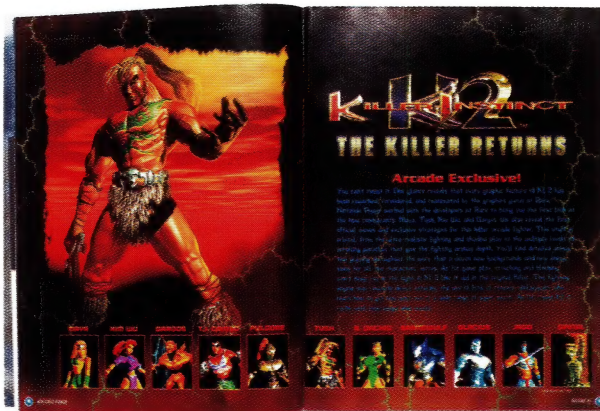
The N64-based Ultra 64 arcade system was a way to link the home console and arcade markets by offering both arcade and home versions of games. The Rare-developed Killer Instinct is the most famous example (and Killer Instinct 2 was later released, though for arcades only), but Midway also offered a home version of Cruis'n USA based on its arcade game. Unfortunately, between the increasing power of home consoles and their potential to create far greater revenues than arcade machines, big changes were in store for the arcade business. Even though Killer Instinct enjoyed some success as a quarter muncher, it wasn't enough to keep this effort alive for long.

The Virtual Boy may be the most curious video game system ever to have been released. The tabletop unit employed red LEDs and oscillating mirrors to generate 3-D graphics on two screens housed inside a light-blocking, face-hugging unit. Although the 3-D spatial presentation was quite good, not many games were released for the system.

Several disk-based system add-ons should also be noted here. One, the 64DD, was released only in Japan; it provided a read-and-write magnetic-disk player for N64, but it came late in the console's life cycle and garnered little support from Nintendo or other publishers. Only a handful of games were ever available for the 64DD, and many that had been planned for it, such as EarthBound 64, never materialized at all.

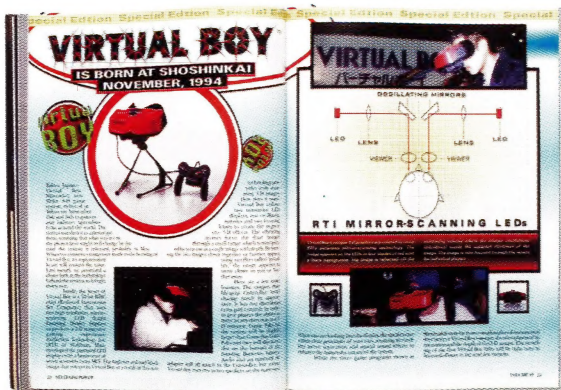


KILLER INSTINCT 2, RELEASED 1996, NINTENDO AND MIDWAY
 Killer Instinct was successful enough in the arcade to warrant an arcade sequel. It added several new competitors—Tusk, Kim Wu, Maya, and Gargos—and a number of new controls and features such as Combo Breakers and Super Moves. Developed at Rare, Killer Instinct 2, like its predecessor, featured beautiful prerendered graphics and impressive special effects. Killer Instinct Gold for N64 was the home-console version of the game. **VOLUME 81, FEBRUARY 1996**



VIRTUAL BOY DEBUT

The Virtual Boy was rolled out for its first public appearance at Nintendo's Shoshinkai event in Tokyo in November 1994. NP readers got a quick course in technology and optics as we tried to explain what the Virtual Boy was and how it worked. Unfortunately, no screenshots were available at the time. The difficulty of showcasing the system's 3-D graphics may have doomed the Virtual Boy to an early retirement. **VOLUME 68, JANUARY 1995**



VIRTUAL BOY GAMES

Nintendo Power reported on several titles for the Virtual Boy, including Teleroboxer, Galactic Pinball, Red Alarm, Mario Clash, Panic Bomber, Vertical Force, and Waterworld. The first screen shots (although not shown in 3-D, of course) appeared in NP's pages in glorious black and red. **VOLUME 73, AUGUST 1995**



NESTER'S FUNKY BOWLING, RELEASED FEBRUARY 1996, NINTENDO

As the author of the long-running Howard & Nester and Nester's Adventures comic strips that appeared in Nintendo Power, I was as surprised as anyone to learn that our beloved braggart was going to star in his own video game. The fact that Nintendo Power's mascot was appearing in a Virtual Boy game hardly dampened my excitement, and the fact that I almost always got dizzy playing Virtual Boy games just made me consider how much of a challenge playing the title was going to be. One of the cool features in Nester's Funky Bowling was its Practice mode, which allowed players to set up the pins in any formation to practice difficult shots. **VOLUME 81, FEBRUARY 1996**



■ 20 YEARS OF NINTENDO POWER

IN THE preceding pages you've seen how Nintendo brought a new vision to the video game world; how Mr. Miyamoto's dream of creating interactive gardens filled with wonder and magic led to key decisions during the design of new products, such as the 3-D worlds of Super Mario 64 and the one-button interface of the Nintendo GameCube.

You've also seen how Nintendo and other publishers and developers have experimented with new forms of gaming, and you've learned that some titles and platforms went through their own evolutionary developments. Most of the games and hardware included in this special issue met with commercial success, but some were overlooked by consumers and others were perhaps too forward-

looking to be executed with the bells and whistles gamers expected. A very few were based on great ideas that just weren't realized. Yet all of them are notable for exemplifying a vision of gaming that goes beyond the mundane—the creators intended their products to be significant. It isn't always a matter of being innovative, although the desire to try something new often drives game design. Just as frequently it is the desire to do something better than it has been done before, to create a more realistic experience, to challenge players more, or to touch people on a deeper emotional level.



A HISTORY OF NINTENDO THROUGH THE PAGES OF NINTENDO POWER MAGAZINE

As a game player and an industry observer for the past 20 years, I've seen all too many games that seemed to lack vision of any sort, and many more that fell flat in spite of grand ambitions. I've seen that sophisticated technology and big budgets are no substitute for vision, and that vision cannot be realized fully without the proper support. What is most remarkable about Nintendo's many games and game systems is that they consistently reflect the vision of the company, and as a result there have been very few losers.



ABOUT THE WRITER

As for your author, Scott Pelland was part of the Nintendo team for 20 years, signing on with Nintendo of America in 1987 as a game counselor. With a graduate degree in creative writing, he was asked to join Nintendo Power as a staff writer and editor when it began in 1988. Over the years Scott had the good fortune to play and evaluate more games than he can count, localize game text, interview the world's best developers, oversee the magazine and player's guides, plan U.S. marketing campaigns, and work with talented and dedicated people around the world. After leaving Nintendo at the end of 2007, Scott has continued to contribute to Nintendo Power. It must be something in his blood.



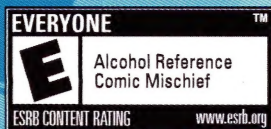
Does Your Mama's Chicken Pot Pie
Make You Wanna Cry?

Then You Need A New Mama
Cooking for You!



You need **Cooking Mama World Kitchen**. Get a second helping of the best-selling cooking game that lets you chop, grind, stir and slice your way to culinary greatness. Dig into all-new 3D animation, hilarious kitchen mini-games, cooperative cooking challenges and 50 international dishes that your Mama could only buy in the grocer's freezer. It's fun...well done!

Watch the gameplay trailer at
www.cookingmama.com



Wii™



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